



MANEUVER THROUGH SKULL-FLINGING SKELETONS, PAZOR-SHARP BUZZ SAWS, FALLING CLEAVERS, AND A BATALLION OF BATS IN THE MAD DOSTOR'S LABORATORY. LOOK DUT FOR RED-HOT SIRE PITS AND ACIO POOLS WAITING TO SINGE YOUR SHORTS!



BEAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNICOLOR. AND WATCH OUT FOR PETE'S DEADLY FLYING SPIT!

care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."





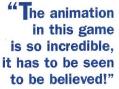
FOLLOW YOUR TRUSTY GUIDE DOG PLUTO IF YOU WANT TO SURVIVE THE MORTAL MODSE HUNT...



... R THERE'LL BE NOTHING LEFT BUT A MOUND OF MODSE-MANGLED MICKEY MOUSE MEAT.



ALK ABOUT UP THE CREEK WITHOUT A PADDLE!
THE HOUSE IS FLODOING, YOUR WEAPONS ARE USELESS,
AND YOUR DNLY HOPE IS JUMPING BETWEEN
BUDYANT BARRELS. NO SWEAT -- EXCEPT YOU'RE BEING
CHASED BY GHOSTS IN SPEEDBOATS!



-Electronic Gaming Monthly







"This game is fantastic!"

-Game Informer



Now would be a perfect time to defeat the Mad Doctor - one of those rare moments when he's not beaning you with boiling acid...Too bad he's got you in a paralyzing trance!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT - WARMAINGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.

THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING. MARBLES? YOU'RE GROINA BE TOAST UNLESS YOU LORE OF THE BIS GIVE TO BACK HIS FAT BOTT ONTO THOSE PRISONED SWIKES! (DOU'WE SAY FINAL? NOT ON SEA DO "YOU "LOVE" OUCKS GOT ON MORE BRINDS LEVE TO FIGHT YOU WAY THROUGH "NOT TO MENTON INDEDDILE OD SOUND HAVING AN YOUR FUNDAL!")

A "Masterpiece...the game has no flaws... the control is perfect."

> -DieHard GameFan

"Top notch animation... perfect!"

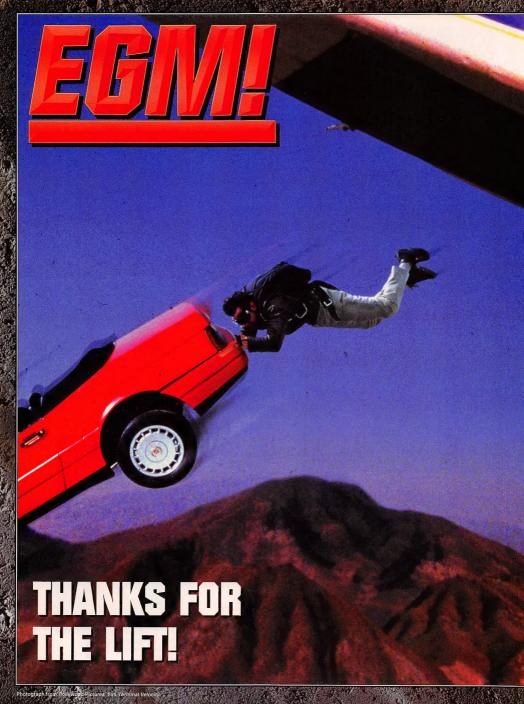
-Electronic Games

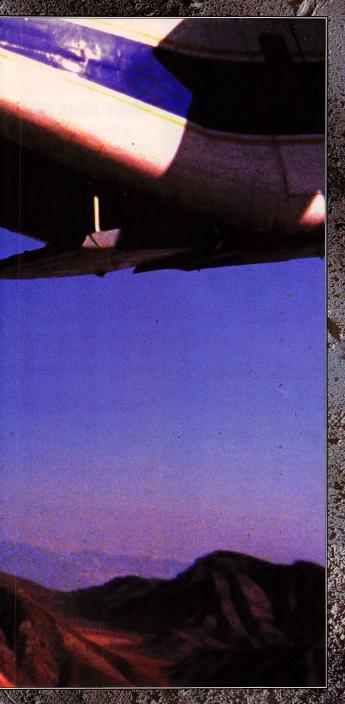




ANIMATORS







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Audit Bureau of Circulations



THE TIMES THEY ARE A CHANGIN'...

As we approach the end of yet another year, Ed and I were sitting back looking at the wall in his office. As you can probably tell by the immense size of this issue, we weren't daydreaming. On Ed's wall is the front cover of every issue of every magazine that Sendai has ever published. Up until a couple of years ago, there was plenty of open space left, but now Ed, along with the rest of the EGM staff, have made their way into new digs on the

other side of the building, partly as a result of the walls that are now covered with magazine covers.

As we traded jabs back and forth about which covers we felt looked the best (issue 63), which looked the worst (issue 8), and which sold the most (issue 54), we changed the subject of our conversation to what EGM would be covering in the months and years to come.

Just exactly which system will everyone be playing next year at this time? Which new platforms will be getting the most buzz? Which machines will carry us forward into the later half of the final decade of the final century in our sec-

The answer, some would say, is easy: the one that plays the best games. But ond millennium? as we witnessed during the most recent battles between competing game systems, there are now other important factors that contribute to the success or failure of a game system. Little things like price, licensing and, yes, good quality game software. 3DO proved that a superior game machine with liberal licensing policies could attract plenty of industry attention, but its \$700 initial price tag was just too steep for a machine that played games on the old family TV. Especially when there were other systems that did almost the same thing for

So will the next generation of game systems spell the end of gaming, or a fantastic new step? While Ed and I had our differences about what kind of price tag the new game machines must wear for widespread acceptance, we both agreed that the PlayStation, Ultra 64, Saturn, Super Genesis, and countless hand-helds will succeed in ushering in the next generation of game players into worlds that we could only have dreamed of six years ago when the pages of EGM were filled with articles on the 8-Bit systems. My how the times have changed!

Steve Harris Publisher

P.S. A personal tip of the hat to the staff of EGM for putting together one of the biggest video game magazines in the history of planet Earth! Plenty of hours went into making this issue of EGM, like all issues before it, the very best that it can be. We hope you enjoy it!



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Hold on to your banana.
This is gonna put hair on
your chest...and maybe
even your back.

It's Donkey Kong Country.®

The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park flick.)

This 32 MEG monster is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.





A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with ACM* technology,

the action is totally realistic

fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

and

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some

extra piece of hardware to get it — unlike some other systems we know. (Hint:

rhymes with "Schmega".)

So grab a vine and start yelling "OOH OOH!" The beast is back. And he's second banana to no one.









NOVEMBER / 1994 / VOLUME 7 / ISSUE 11 / NUMBER 64

THE APE VS. THE HEDGEHOG-WHO WILL BE CROWNED THE KING OF XMAS?

136

The mascots battle it out inside this issue of *EGM*! Seven thrilling pages are devoted to Sonic & Knuckles. Also, eight pages of Donkey Kong roll your way. Let's not forget the six action-packed pages on Zero, too! So, who'll be the Christmas champ?

154

TRADESHOWS GALORE COMING AT YOU FROM THE EGM STAFF!

EGM proves to gamers that where there's new information, we're there too by visiting tradeshows worldwide. Check out the scoop on the shows you might have missed, such as the ECTS (Europe), AMOA (San Antonio), plus JAMMA and CSG (Japan)!





FIND OUT WHICH SYSTEM IS THE PERFECT ONE FOR YOU!

180

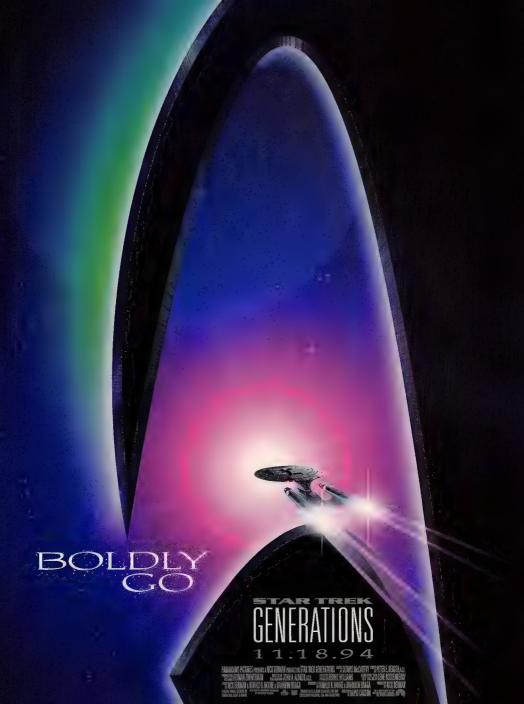
Trying to find the best new system for you? Inside this issue, we provide the latest information on the latest systems and their games. Check out the in-depth coverage on such systems as the 32X, the Sony PlayStation, the Neo•Geo CD, and the 32-Bit Nintendo!



TEAM EGM DELIVERS THE BEST SPORTS GAMES AVAILABLE!

Team EGM kicks off this issue with 17 jampacked sports pages to entice even the most avid sports fan. Take a peek at such hot games as Bassin's Black Bass, WWF RAW, FIFA Soccer '95, NBA Live '95, and many more. With all these hot games, who needs to go outside?





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BUSTIMENT

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This is the section where you can open up your mind and let the rest of electronlog aming know what you have to say! Don't actually open up your brain though, that'd be messy! What's the frequency, Kennoth'? Give it up for Tim P. won't you? Write down whatever comes to your mind after reading through this issue, send it in, and we'll read it out loud. He's Super deformed, he is! Thanks Ban H. for the wonderful Mortal deaktop, you're the greatest. I! you're reading this, all have to say is ... Akuma Matate—can't get enough of it T.R.! We can't respond to your letters personally, even with an ASSE. BYE!

SEND YOUR LETTERS TO...

Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, IL 60148

WHERE THERE'S A WILL

Do you know whether a joystick is available for Mortal Kombat (Genesis and/or Super NES) that is identical to the button configuration on the Mortal Kombat arcade game? If so, can you provide the details on how to get one and the cost, if possible. If not, do you know when or if one will be made?

Matt Maust Hampton, VA



See the "Set" command? That will calibrate the controls to a joystick.

I'm a fighting game fanatic and have wanted to get a joystick for my Super NES, but all the joysticks I've seen have weird button configurations. They stick the L and R buttons on the upper corners, making the controls different to playing, say Super Street Fighter II. Please shed some light on this matter.

Jason Yan Greenwich, CT

LETTER OF THE MONTH

A BUG IN MKII?

In EGM* #2, you mentioned that the Japanese commercial for SSF2 featured scenes from the SSF2 Animated Movie. Is there any way I can get my hands on this anime?

Another thing, the first day MKII was released I rented it. To build up my experience in fatalities, babalities, etc., I started playing two-player by myself. After beating my imaginary second player 50 times, a message appeared that said something about me having an amazing winning streak: "Be prepared to fight a new warrior." Then my screen started doing a couple of those things that happen when you need to adjust your V-hold, and then it went black. I sat there 15 minutes watching my black screen and nothing happened, so I turned off my Super NES and spent the rest of the day mad. The same thing happened to me the next day. My question is WHAT HAPPENED? Was it my cartridge, or do all of the Super NES games do this?

> Brian George Indianapolis, IN

(Ed. You've found a bug [yes, a bug] in MKII. For right now, from the reports we've heard, it only happens in the Super NES version of the game. And yes, it happens



This is what you'll see after the 50th win if the bug is in your MKII.

in everyone's carts. The very same thing happened to me the first day, too. Acclaim admits that it's a bug, and gives one way to possibly get past it. For your 50th win, DO NOT perform a finishing move. Then, you will meet Noob Saibot, your reward for winning 50 matches straight. Keep it in mind the next time you go kombating. As for the SSF2 anime, there's a possibility that you'll see it here, especially when you think of just how popular the Street Fighter series is in this country as well. As for when it's coming here, you might see it by Christmas if you're lucky, but I'd guess you'll see it next year for sure. You may also be able to get it from a few mailorder companies that deal in Japanese gaming goodies.)



WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System. (Ed. There's no MK-only joystick yet, but I think we'll see one soon. Check different mail-order companies. As for those L and R buttons, SSF2 has an option on the Options Screen that says SET. Highlight this word and press a button to configure your joystick. It works great, and you won't have to spend for another 'stick.)



The wait is over. Final Fantasy*!!! is here and it's fair to say that it'll blow you out of your shorts. The critics at EGM report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And Die Hard Game Fan writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [SQUARESOFT"] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.



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Way of the Warrior is an original game with lots of great fighting features.

WHERE THERE'S A WILL

My friend and I read the review in your September issue on the 3DO game, Way of the Warrior. We greatly disagree with your review. After I read your review I believed you, but another friend of mine said he had played it and enjoyed it greatly. So I bought it knowing that the game might be bad like you said in your review. However, when I brought it home and played it I saw that some points you had in your review were wrong. The one thing you said was that it was near impossible to jump forward, but I have no trouble with this. You also said that you couldn't get the Special Moves to work, but I could get them to work every time. I think the reason you said these things was one of two things: either you were playing an early version of the game or you didn't have the newer control pads with



What is Instant Retaliation? Well, it's where you get to comment on an issue in video game (of our choice), INSTANTLY! But you can't do it now. Here's how: when you write a letter to us, include your phone number. We'll choose a few for each issue, call you up, and ask you that all-important question. We'll quote your answer in the pages of EGM and EGM. Just include your number. Remember, we're not going to call everyone, just a chosen few who have written letters.

diagonals. If the version of the game you had was early, I don't think you should have reviewed it and should re-review it in another issue. If it was the controller I think you should do the same because even with the old controllers you could loosen the back of the pad to fix the diagonal problem.

I am a big fan of your magazine and I believe you unjustly gave one of the best fighting games of all time one of your worst reviews ever. Because of your review, a lot of people won't buy Way of the Warrior and see what a great game it is

> Bill Martinson Fairfield, CT

(Ed. Our Review Crew stands by their review of the game.)

32XTASY

I'm a loyal Sega owner. I have the Genesis, Sega CD, and am thinking about buying the 32X. But I've got a few ques-

First, I read in Sega Visions that it would have 32,768 colors on screen. If this is true, how many colors are available in all, and will every game have that many colors in it?

Next, will the 32X have any big name titles like Super Street Fighter II Turbo and Mortal Kombat II? If so, how close to the arcade will they be?

Finally, will the 32X work with the CDX? I have a friend who has the CDX and wants the 32X but isn't sure it will work.

Stephen Farabee High Point, NC

(Ed. You bring up some important questions about Sega's new peripheral. The 32X, as far as we know, will be able to display all of its colors at once, but NO game uses all the colors a system is capable of. Will it have big titles? You bet! Mortal Kombat II is already scheduled for the 32X, and the Street Fighter movie game should also be on the 32X. The 32X will work on any version of Genesis system, even the CDX. That means that if you've got a CDX and the 32X, you've got a semi-portable, 32-Bit CD game system at your disposal. The first games that will be released for the system are Star Wars Arcade, Virtua Racing Deluxe, and Doom. More games will follow, including Tempo, Super Motocross, and an update to the classic Afterburner game. It should be a great new platform for Sega owners looking for a bargain 32-Bit system. The 32X does not come with a pack-in game, but it does come with coupons that will save you some extra cash on new 32X games. For more on the 32X, turn to the special feature on it on page 180.)

THE SWORD IS...

Have you ever wanted to try to get a Japanese game released here? Do you want your voice heard? If so, start a letter writing campaign in 'The Sword Is...'

DRAGONBALL Z 3

I was very interested in Japanese video games, so I bought Dragonball Z 2. I've known about this game for years, since their was a cartoon about it on TV in Korea and Japan. This game is a lot of fun and is exciting. It makes me feel better about it each time I play it. There are eight characters who have many kinds of weapons.

When I bought this game I thought it was really fantastic. What I like about it is that it has better real action, sounds, and graphics. However, I was wondering why Japanese video games are so expensive and difficult to get. Why don't these have an English translation of the Japanese text on the container?

Could you guys show or tell us what you know about this game? This game is so good: why doesn't the manufacturer make an English version of the tape?

Gue Sung Lee Tenafly, NJ

The way you can get Dragonball Z released here is by writing to the company that would have the power to bring it over. Bandai makes the game in Japan, so Bandai could easily translate it over here. Write your letter to them so that they know you would like to see it in the U.S. Mention that you'd buy a copy if it came out, and that your friends would do the same (knowing what a cool game it is).

WRITE TO:

Bandai America Inc. 12851 East 166th St. Cerritos, CA 90703

If you've already written your letter (we covered Dragonball Z in the second issue of EGMF), write another one to help us out! We want to see this game in the U.S. bad! With your support, it can be done. Do it today!

And if you've got another idea for us to use in 'The Sword Is..', send it off to:

EGM 'The Sword Is...' 1920 Highland Ave. Suite 222 Lombard, IL 60148



Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're

> right in the thick of things with hot Mode-7 graphics and realistic play control. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.

Hold on for the ride of your life in the one-player mode!

Challenge a friend for head-to-head racing in the split-screen two-player mode.



Custom replay option lets YOU set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes-high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver Michael Andretti's actual voice. You even get a customizable instant replay so you can relive

66 A cylinder melting Indy

Nintendo Power, Sept. 1994

experiences ever

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

Speed down to your local

retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.







Bullet-Proof Software 8337 154th Avenue N.E., Redmond, WA 98052

66Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way. 33







An Attitude?

Sure. Doesn't everybody? INTERACT controllers by STD are

loaded with ATTITUDE. Whether you're into SEGA or SNES, our game pads give you the edge you need. So...play with an attitude. Play with INTERACT controllers by STD.

AND PROPAGO For Super Nintendo

ALL-NEW SG PROPAG

Clear Casing so you can check. out the guts.

SG & SN PROPADS

6 Hi-Performance fire buttons!

> Semi and Hands-Free Turbo Fire — gives you two ways to shred 'em to pieces.

> > Slow Motion disect your opponents game plan. Then watch 'em squirm!

> > > **Extra Long Cord** now you can play from your favorite recliner.

Turbo Auto-Fire - for high speed fire power that won't wear out your thumb. SG PROPAD6

Slow Motion feelin' the heat? Take control and set your own pace.

6-Button Arcade Layout — that familiar arcade feel comes home. Wouldn't vou rather thrash your opposition on your own turf anyway?

SO PROPADO ror Sega Genesis

For Sega Genesis



Programmable Fire Buttons --now you can jump, punch, kick and slam...with the press of one button!



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THE DEATH OF AN ERA

In case you haven't noticed, it seems hard to try and have a conversation about video games and have someone NOT mention something about Saturn, Ultra 64, or some other "mega-machine." Many of the gamers say to "bring these supersystems on, and let the next wave of gaming begin." The worst thing about this is that when the 64-Bit wave of gaming begins sometime next year, it will wipe out clearly what was the most enjoyable time of this century, the 16-Bit era.

The 64-Bit era will be great indeed, but the saddest thing about it is that it will bring a premature end to 16-Bit gaming. Many of us game players haven't even seen the absolute potential of our 8-Bit Nintendos, let alone our 16-Bit ones and Genesis systems. As game players, we have had some of the best times of our lives with these machines and think it is rather sad and unfair that we should have to sell our game systems and libraries JUST so we can afford to play a Saturn or Ultra 64. We have poured too much time, heart, and effort into our current systems and we shouldn't have to part with them.

The main point I'm getting at is that if the Big N and Sega really want to make customers happy, they should make their superpowered machines completely compatible with our current Super NES and Genesis. For instance, remember how you felt when you first played Super Metroid? I'm sure the Ultra 64's version will blow it away, but wouldn't it be nice to have that feeling all over again after playing Ultra Metroid? With compatible systems, it is completely possible.

I'm sure that there are other game players who feel the same way toward this subject. Maybe with a public outcry we can convince the "Big N" and Sega to revamp their new systems and make them compatible with the old ones. But if not, don't expect me to purchase a Saturn or Ultra 64 anytime soon. Please Sega and Nintendo, don't let the 16-Bit era end like the 8-Bit one before it.

> Mike Reichard Waipahu, HI

(Ed. You've got some good points here. and I can see your concern about the 16-Bit era. However, don't count 16-Bit out completely yet. Remember, it will take a little while before the new systems gain acceptance in the market and collect a



If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Hi.

I have no clue if you will print this 'cause it isn't video game related. However, I will try...

I am trying to get the show Fight Back! with David Horowitz back on the air. I am trying to get it on E! Entertainment Television. Please have your friends (and readers) write to:

Lee Masters, Chairman and CEO E! Entertainment Television 5670 Wilshire Blvd., 2nd Fl. Los Angeles, CA 90036



What?! Did I read that correctly? Well, it's not video game related, so we can't put it in The Sword Is... If I could ask you one question, sir: why did you send this to us? Hal Burrows of Greendale, WI, you are a psycho with an *EGM* shirt!

stash of good games. So for a while at least, you'll still be seeing new 16-Bit games. Just look at Donkey Kong Country, a fantastic representation of what Nintendo has made the Super NES do without any add-ons. Or look at Sega's Sonic & Knuckles, Gunstar Heroes, Lion King, etc. 16-Bit is at least a year away from fading away. Even then, I doubt it will be a quick death. Games are still being made for the 8-Bit NES, and while they aren't being developed by the big developers, there's still a lot of old NES games that are great. If you're looking for a good challenge, take some time to look over the discount racks at toy stores who are getting rid of their old 8-Bit titles. There you'll find some of the best games for a very reasonable price. I'm certain the same thing will happen to 16-Bit games once the 32+-Bit systems gain popularity. Won't that be great? Games we may never have looked at because of their price will become goldmines. It's going to be great. As for making systems compatible, it's a great idea ... in theory. Would you rather pay more for compatibility, or would you rather pay less and be able to spend more money on new games? Whoever said you have to sell your old system? Keep the

old system on the same TV as the new one, and you've got the best of both worlds. It's the way to go in times of multiple platforms and multiple system owners. If you don't have the cash, just save up, get a job raking leaves for your neighbors, or shoveling snow. If you've earned it, it will be that much more fun.)

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YOUR OPINION COUNTS...

Congratulations EGM, you have done something no magazine has done vet. pushed me to pull out my word processor and write a letter to the editor. Oh, it has crossed my mind on countless occasions, but I decided I should not let this one go. I write in praise and scorn. First off, I must admire you for divulging the truth about Super SF2. Never mind what certain individuals and Capcom say, this game went south. Even the usually generous Ed Semrad (with reviews) was moved to tell it like it is. Nonetheless, I feel that you have been presenting two very different facades to your readers. On the one hand, you openly criticized Super SF2 for what it was, an egregious attempt by Capcom to enhance its bottom line. However, it also happens to make the Editor's Top Ten. Does Sushi-X's obvious addiction to anything with the SF label dissuade you that much? Somewhat contradictory, wouldn't you say? From a recent editorial, one is able to infer that Capcom was a bit jaded by your reviews of its lethargic implementation of a fighting game. The qualities that dictate that a game is regarded as the best in its genre (that is, all the variables that go into the latter designation) is a moving target, and unfortunately that target has moved. unbeknownst the Capcom. What might I be referring to? Well, let's say that after playing Fatal Fury 2 and World Heroes 2, SSF2 simply looks lame. "No fair, let's not compare apples to oranges..." as someone finishes the argument presuming that I might be referring to the Neo•Geo implementations. No, my dear sirs, the aforementioned titles I am referring to are on none other than the Duo, Yes, albeit imports, but if programmers were able to implement Fatal Fury 2 on the Duo (an

8-Bit system, albeit that 16-Bit graphics processor doesn't hurt) such that it rivals the Neo-Geo, and the Super NES and Genesis implementations pale in comparison. The old expression "you reap what you sow" comes to mind. Fine, want an example of a domestic title? Mortal Kombat II, that should lull arguments with respect to the latter. SSF2 is simply an example of how Capcom has fallen into a stupor of complacency and imagines that simply by attaching the SF label on a product that it will self. Guess again.

On another note, *EGM*, the pendulum swings the other way. With respect to



Super Street Fighter II—good game, but gamers are tired of SF2 ... where's 3?

your reviews, you may want to take heed of what Sony and Warner did with MTV recently, because an analogous situation might arise, with respect to yourself and the gaming industry. It seems you've been, if the reports on the Internet are true (from my observations I would have to concur), printing reviews of beta implementations, e.g., Way of the Warrior and The Incredible Hulk, Personally, I don't care for Way of the Warrior, but that is not the point. Principles are. I also question your review of the Hulk because when I tried it out at a retailer I saw no problems with respect to control which seemed to be the basis for your poor reviews. You will find yourself in a very precarious situation if your shortsightedness on beating other magazines to the punch continues. Quite frankly, I see it as a symptom of how you have been consumed with the

rise of a formerly obscure gaming magazine to prominence. I do not think I need to mention who that might be. The timing of your decision to go bi-weekly makes it all the more obvious. A pretentious air will win you no favor among game developers as well as your readers. As Confucius said, "The true measure of a man is his humility." You might want to add magazines while you are at it.

Ah! Yes ... with respect to Capcom. Candor has its place, the truth sometimes hurts ... ingest excrement and expire.

Mario Pacheco Chicago, IL

(Ed. You've got to remember that the Editor's Top Ten isn't necessarily the four members of the Review Crew. By the way, you mention Capcom falling into the trap of thinking that by putting an SF label on it it will sell. Well, in Japan, Darkstalkers has an SF label on it [surprise, surprise). The Duo versions of the fighting games you've mentioned are really good, and Street Fighter II Champion Edition on the Duo is probably the best 8-Bit version of SF2 you'll ever see. We take every measure that we can to make sure that the games we review are ready to be judged. Sometimes, after we've reviewed the game, things change, Our Review Crew stands by their reviews of the games you mention. Of course, the magazine readers trust for the most up-todate information will end up in the lead. We're certain we'll be giving you the best coverage for many years to come.)

CONTEST!

A great feature of EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent, and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

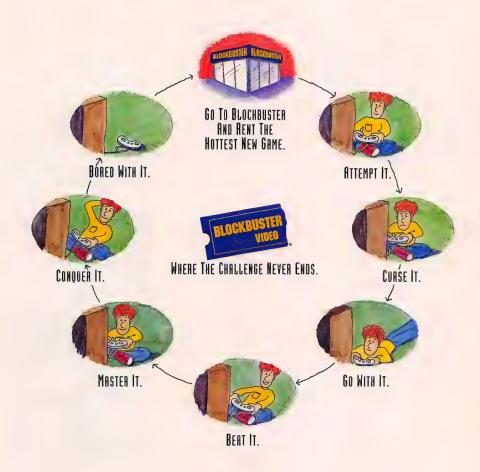
LETTER ART COMIX



Jason Rodgers of NoRolayton, OH, sent us this letter art that was too great to resist.



Brent House, of Phoenix, AZ, drew up his version of the O.J. Simpson trial. A new game?



THIS COULD BE A VICIOUS CYCLE.

Bored with your video game? Get around to Blockbuster where there's always a massive amount of the hottest games to rent.





Play as Shao Kahn in the Super NES version of MKII? No way!

CATCHING THEM RED HANDED

I have three reasons to think that you can play as Shao Kahn! That's right, you can play as Shao Kahn from Mortal Kombat II! First off, as you can see there's a picture of Shao Kahn that is on the back of the Mortal Kombat II for Super NES box. Now, we all know you can't fight Shao Kahn in Two-player Mode. Up in the picture they show player one's life meter and player two's. Just above those meters is the amount of matches the first and second player won. They both say zero wins. Now, from my experience, you can't play Shao Kahn unless you win matches. Another reason is one of those sides should say (press start) when a second player isn't playing, but in this picture it does not show that. A third reason is that Shao Kahn's life meter is on player one's side. Do you think you could find out how to play as this Master of Disaster?

A Perceptive Reader Milwaukee, WI

(Ed. Unfortunately, you forgot to sign your letter, but let me say here you are perceptive! Having Shao Kahn's life meter on the player one side isn't hard to understand if you think that you could play a one-player game with the second-player controller. The "zero wins" thing could be explained by guessing that the player lost a credit while playing Kahn the first time. But, you've got us on the "Wins" counter on both sides. That's a dead giveaway. So, if anyone can find the code to do this, send it to Trickman Terry. Or maybe the pictures were from an early version of the game. A possibility: remember when the commercial for the first Mortal Kombat clearly showed red blood in the Super NES version? So remember, it's possible that it's just a misunderstanding. Either way, we'll keep you posted.)

OPEN LETTER TO ATARI

I just made my zillionth call to my local Jag dealer and it's the same old news! No NEWS!!! This is very frustrating to your supporters! I can't understand why you rushed the intro of this badboy (to keep up with 3DO), but why not keep the interest peaking?! I've owned the unit for about three or four months and I can still count the games on one hand (pathetic). Only two of them are worth buying. Tempest 2000 is a very intense game that just about blew my mind at Level 93! And the bonus rounds are the best I've ever seen. Wolfenstein 3D is the make-your-"ears"move, scare-the-hell-out-of-you, great game. Let's hope Doom and AvP will be even better. These two seemed to be the only worthwhile attempts at 64-Bit. CyberMorph (same, same, same, LAME!), Trevor (great graphics, same-same game play) and the other two really aren't even worth mentioning. We are craving (begging) for Doom, AVP, Kasumi Ninja, Ultra Vortex, a real Football game, basketball, or a hockey game. (Please sell your soul to sign on EA, Capcom, and Konami. These alone can help sell a system.)

On a lighter side, we all appreciate Atari for bringing video games to the homefront way back when. We also think you have a great system (and price) and with all the peripherals and capabilities of the 'unit' make it a dream come true, especially the laserdisc video plaver!

I am afraid though that this system may turn out to be a Jinx ... err ... Lynx. Please, please, please don't let this happen. Easy solution: get games to the consumer when promised (easy huh)!!! You help us, and WE'LL HELP YOU.

Grea Benson West Valley, UT

(Ed. The system has Tempest, isn't that enough for you! Just kidding there, Tempest is a great game, and it seems as though Atari has had a bit of difficulty getting the games to market. That doesn't mean there won't ever be games for the system; it means that Atari's basically been left by themselves for the time being, and they have to realize that there are customers out there waiting for games. Our readers write in and ask us where the games are, but it's up to you to get them to store shelves. As for new games this year, Iron Soldier looks really hot, and AvP is also really well done. But if you own a Jaguar and are losing faith, just remember the position that Atari's in. Don't worry, there will be games soon. If Id Software supports them, then you know that the system's got some great potential. I'm sure you'll see more games really soon. Hold on! Let's see if someone from Atari will respond to you.)

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...What if's weren't what if's? Anthony Hypes, Richmond, VA

...Street Fighter characters were caught playing Mortal Kombat II? Michael Zaidle, Tyler, TX

...Raiden quit Mortal Kombat II and became an electrician? ...Beavis and Butt-head laughed themselves to death? Joe Butterick, Cordova, TN

...O.J. Simpson and Baraka were

related? John Paul Canzio, Jupiter, FL

...Mileena used a straw to suck up her enemies?

...Johnny Cage started to crack cashews instead of just plain nuts?

> Matt Dodgson, Windsor, Ontario, Canada

...People liked Pong better than MKII?

...Dhalsim pulled a muscle? Tony Graziani, Parkersburg, WV

...Dragonball Z 3 comes out for the arcade and becomes more popular than Street Fighter? David Sam, Brooklyn, NY

...Yoshi became extinct? ...Power Rangers were destroyed forever?

Matt Quimby, Atkinson, NH

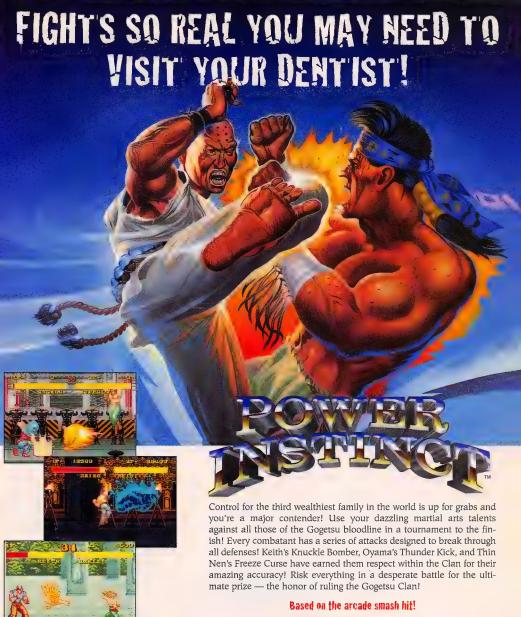
...Pac-Man ruled once more? Marcus Rogokos, Union City, CA

...Goro got an afro? Tara Amato, Marlboro, NY

...Kitana did her kiss of death on Kirby?

Justin Howard, Toronto, Ontario, Canada

Send your 'What If's' to: EGM What If's 1920 Highland Ave. Suite 222 Lombard, II 60148 Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.





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CLASSIC CLARIFICATION

In your response to Andrew Dowler of Nolanville, TX, about the largest Atari 2600/7800 game made, you neglected to mention the 7800 "Super Game Cartridge." The 7800 game Karateka states right on the box that it is Atari's first "1-Meg Super Game Cartridge."

I am also a firm believer in the "classic" game systems, owning an Atari 2600/7800 combo, Vectrex, ColecoVision, NES, as well as a Sega Genesis

Mike Prentler Mason, MI

3DO(G) NIGHT

I just got a 3DO and it kicks! My dad bought it with four other free games that are all very cool. It also came with the sample CD and it shows a lot of other cool games, but what I was wondering was that because the 3DO has such excellent smashing arcade quality, why doesn't Midway or someone get MKII for it? Not that I'm rushing it or anything, but they could get it finished in a year. It would be just like the arcade, and I know that if they did make it for the 3DO, everyone would want one. I KNOW THEY WOULD! So it would definitely be a smart move for 3DO. It would of course have blood in it, too, I would also like to say that the 3DO really is cheaper now compared to some upcoming video game systems like the Sega Saturn which I don't think will be cheaper, although I do like Sega. I also think that if they made a really good version from the movie Speed for the 3DO, it could also be good because they make really good racing games like Crash n' Burn. Just think of it! You're behind the steering wheel of a big bus going 50 mph non-stop trying to dodge everything in its way, even going over the gap in the road! Any answers on MKII, Speed, or other games I might like for the 3DO?

> Ian Meyer Scibner, NE

(Ed. Word has it that MKII will be coming to the 3DO next year. It will follow other great titles like Samurai Shodown and Super Street Fighter II Turbo. As for your idea about a Speed 3DO title, anything is possible. Your ideas sound really cool. Another great driving game is Off-World Interceptor from Crystal Dynamics. Check it out in this issue. Next vear should be great for the 3DO.)

CLIMBING TO THE NEXT LEVEL

I'm writing to you with some comments about the Sega CD. As a Sega CD owner. I and a lot of Sega CD owners feel ripped off by Sega over the CD, I have invested \$250 in the Sega CD to get what Sega called "The Next Level" in video gaming, but almost all the games developed for it have been total crap. Now with the imminent introduction of the 32X (which will be the same story as the Sega CD, I'm sure) and Saturn, Sega is going to just drop software development of regular Sega CD games and abandon us CD owners so all Sega CD owners are stuck with an outdated, underdeveloped CD machine with crap software and wicked memories of broken promises by Sega, so we feel really ripped off by Sega. That is why when it's time for me to decide which system I'm going to buy next (Saturn, PS-X, Ultra 64), one thing's for sure, it's not going to have Sega written on it. I mean if Sega isn't going to look after its most loval customers-those who invested in the CD-how are they going to succeed?

Dinesh Perera Danbury, CT

(Ed. Sega isn't going to abandon Sega CD owners when the 32X is released. If you happen to have a Sega CD and a 32X, you can play 32-Bit CD games! So you can't say that they're totally abandoning the Sega CD market. Maybe you'll see fewer normal Sega CD titles made, but Sega CD owners will have at least another holiday season of games. Does the Sega CD tarnish Sega's image? Have they lost faith in it too quickly? Many of our readers have said yes, and if those who have been burned by the Sega CD are in the market to buy a new system, maybe they won't go with Sega. Then again, maybe someone who thinks that Nintendo isn't making the new technology fast enough will switch over to Sega. It's just that way and it happens often. However, the gamers are the companies' biggest customer. In the end, they have to appeal to you to survive as a company. We'll just have to see how it all plays out.)



The Sega CD-friend or foe? Has Sega been hasty to abandon it?

PISTEA

some lame roadside attraction, be sure to pick up some of the tacklest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!





This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break out a pen and send your postcards addressed to Interface: Letters to the Editor.



Jess Jacobs of Merrimack, NH, hopes you enjoy this postcard as much as he did. Love those 'bits!



Welcome to the unnatural world ... Mike Bosley sent us this 'card from the road. Just stay out of the way, got it? Good!

S EASY S MONEY

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EA Sports[™] La Russa Baseball 95

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· Interplay's Lord of the Rings

Put your strength, endurance, and willpower to the test! Join the fellowship on their quest to save Middle-Earth in J.R.R. Tolkien's epic tale. Prepare to engage in fierce battle, match your wits with soothsayers, or cast a magic spell in this spellbinding fantasy role playing game.

Konami's Sparkster

Sparkster's jet-packin' into action as the toughest Rocket Knight ever to swing a sword. Jack up your all-new revved-up rocket pack and test your powerful new attack moves through stage after wild stage!! It's Sparkster from Konami-and he's one pumped-up 'possum!

Vic Tokai's Columns III

You've played Tetris and Pac-Attack. Now, just when you thought you were the master stacker, here comes Columns III! This puzzle game may look simple, but several levels of game play require quick reflexes and strategy. It'll put the most seasoned gamer to the test!

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A WORLD OF MORTAL

I went to Disneyland a few weeks ago. In the arcade there, I found a Mortal Kombat II arcade machine, so I played it. But I noticed that when I did an uppercut, I saw no blood. When I did Baraka's Deep Cut and Shredder I also noticed no blood. Because the owners of Disneyland could reprogram the arcade machine to show no blood, does that mean that, if the owners of MKII arcade machines fool around with the chips in the machine, they could somehow reprogram it so you could play as Jade, Smoke, or Noob Saibot?

Michael Cheung Monterey Park, CA

MKII for the Super NES is AMAZING! My vote for game of the year!

Blood, yeah, and tons of it, plus all the bloody fatalities. My big surprise is all the voices and sounds the game was able to reproduce, such as Shao Kahn's sayings and the background announcer.

Two last questions: in the Super NES is Pong in MKII, and can you get to it with a code, and not 250 (ouch!) wins? Are there Kano morphs?

> Robert Ponterio Queens, NY

(Ed. I thought all MKII arcade games had blood? What's the deal? Actually, all the Mortal Kombat II (and the original MK) have special settings that the arcade operator can adjust to suit the kinds of people who will be playing the game. At Disneyland and other locations where it's likely for younger kids to play, the blood is turned off. It's an adjustable setting. As for reprogramming the chips, it's illegal to do that, it's called pirating. Some MKII machines have been fitted with a pirate 4.2 chip that has really weird effects. There's no code to get to Pong in the Super NES version of MKII [yet], and playing up to 250 battles just to play Pong would take forever, but it should be in there. Try it for yourself. It would take maybe eight hours. Kano Morphs may be in the game, but we won't find out if it's in there until someone finds out how to do it in the arcade. Upon calling the Acclaim hotline to see if they would divulge any cool tricks or secrets, they just said that they don't know any hidden characters or features. So that's a dead end.)

I ENVELOPE !





Manchester, NH

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the **Biggest and Best Video** Game Mag! Intensity 101!



W. Padilla, Jr. Richmond Hill, NY



Daniel Wong Concord, Ontario, Canada



Jamie Divine



Jim Kenny Palm Beach Gardens, FL Terrace Bay, Ont. Canada



Jong M. Hwang Buena Park, CA



Steve Toma Los Angeles, CA



Sean Armenta Coquitlam, British Columbia, Canada



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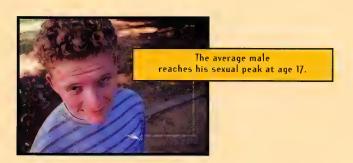
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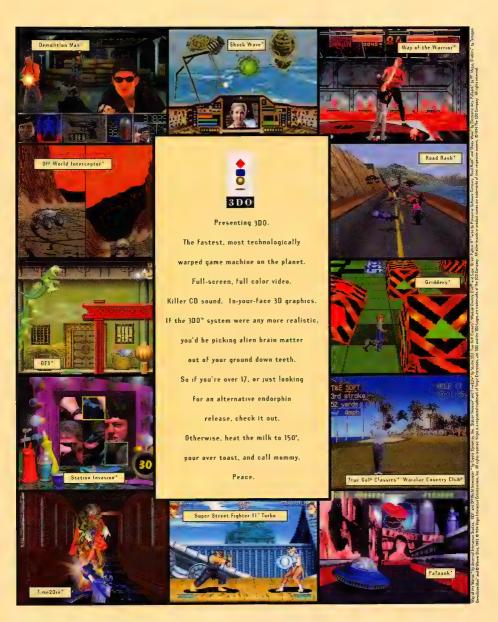
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29 GAMES REVIEWED!

Donkey Kong Country, Lion King, Ren S Stimpy: Time Warp, Star Trek: Star Fleet Academy, Pitfall ISNES!, Radical Rex (SNES), Metal Morph, Shaq-Fy, Animaniacs, Pac-Man 2, Lion King (Ben), Bongerman, Lawmouver Man, Animaniacs (Ben), Jurassic Park: Rampage, Virtual Bart, Pitfall (Ben), Mickey Mania CD, The King of Fighters '94, Burning Soldier, Guardian War, ABSD Slayer, Burn: Gyele, Mutant Rampage, Alien vs. Predator, Samurai Shodown BB, Solitaire, Casine Fun Pack, Senic Triple Trouble

MEET THE REVIEW CREW!



ED SEMRAD

Ed has been in hot water lately. With Donkey Kong Country soaking up so much of his late-night time, 'The Boss' is angry that he hasn't been home much **Current Favorite Games:**

DKC: KOF '94: Lian King



DANYON CARPENTER

Dano has been quite happy lately with games like Burn: Cycle and Donkey Kong Country. It looks as if this Christmas season will be a good one for games.

Current Favorite Games: DKC; Burn: Cycle; Star Control II



AL MANUEL

"Hi, Venus!" Seems like Al's got more on his mind than video games. He's been starry-eyed the past few weeks. Must be why some of his scores have been high.

Current Favorite Games: DKC; Final Fantsay 3; NBA Jam SNES.



SUSHI-X

The company spy made his way throughthe AMOA looking for all the hot arcade games. There were a few surprises and a lot of great games to keep him happy.

Current Favorite Cames: Killer Instinct, Darius III, Virtua Cop, Shodowa II



MIKE WEIGAND

After playing The King of Fighters '94 nonstop, Major Mike is looking forward to his next challenge: Cham-Cham in the up-coming Samurai Shodown II! "Zen-retsu-ken!"

Current Favorite Games: KOTF '94; Macross (SFC); Bracula X

GAME OF THE MONTH

Nintendo **Super NES**

Donkey Kong Country Action

Release: Now

Levels: 120+ 32 Mea





ED SEMRAD

Donkey Kong Country is simply the best game out there. No other game comes close in terms of graphic sound. Nintengo de what others ca oved this game end. If you ov you have to plant at ke the Mario gan Trying to find all the secrets will drive you mad. This game is per-

DANYON GARPENTER

Hello? Is this really the Super NES I'm playing? It's hard to believe that graphics and sounds like this are om a 16-Bit system. Bu shat's all-com-• reatu bine thos with an extremely playable game and you have the helluva winner. Wire needs \$2 or even 64-Bit when can keep pulling marvels out of the 16-Bit hat? Donkey Kong Country is simply mind-blowing.

AL MANUEL

I couldn't believe my eyes and ears when I first played DKC! The graphics are so good, you'll think they are ac ns from an mation that SGI compu blows aw most what has been roto fore. The music and sounds a treat to the ears! Will would this be without great p DKC has some of the finest control, which adds to the overall fun. DKC is a programming marvel!

This is one of the few games that is actually as good as the hype. From the incredible computerrendered g the awesome sou name just goes and ses Se there are tons of le of tricks. secrets, and roads but you just to really appreciate there was a ground-breaking game. DKC is that and more. It's simply one of the most enjoyable carts to date.

Get ready for an all out running, jumping, flying, swimming, spiking, climbing, springing, metamorphic adventure!

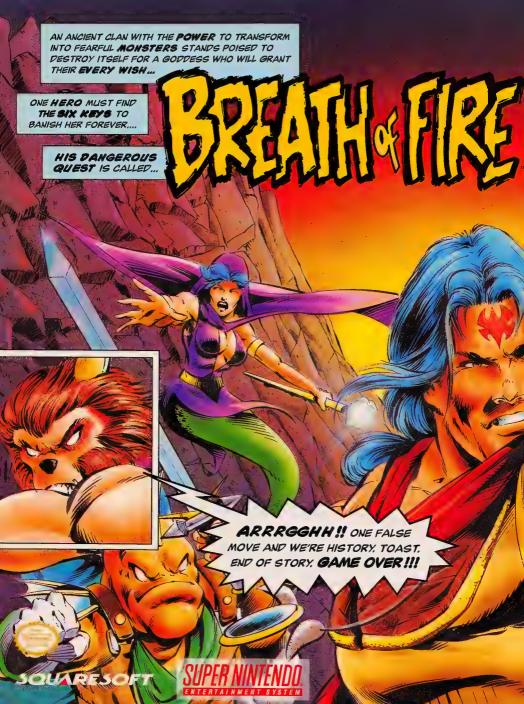


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MAJOR MIKE'S GAME ROUNDUP

Radical Rex Activision/Super NES

Not quite radical enough for me, Radical Rex has a number of good points like very cute graphics and animations, but the conricol could use some work. This game will probably appeal more to younger game's with its cutesy theme, otherwise it's more your run-and-smack-aremiles-away type action game.



Pitfall: The Mayan Adventure Activision/Super NES

Fans (and owners) of the 2600 game will definitely want to see this 16-Bit upgrade of the Atarisystem classic! For nostalgia, the original game has been included in this version. This game features good game play, huge levels (I especially liked the Mine Cart Race Stage), and lots of technique to learn to survive the jungle.

S 9 7 7 8 ES SAME A SUSSE MINIS

Metal Morph FCI/Super NES

Metal Morph has a number of good ideas going for it, it's just that they are not executed very well. For starters, the control wasn't as precise as I had wanted, and the one-hit-and-you're-dead aspect made things madeling (that goes for the shooter levels also). Changing your character shape was innovative.



Star Trek: Starfleet Academy Interplay/Super NES

A nice variation on the theme cand departure from the previous Star Trek game), this one is more comprehensive in that it is more than just a shooter—you must master all aspects of a starship's functions. The combat training is a little aggravating at first, with enemies that hit you several times before you even see them.



Super NES Virgin

The Lion King

Release: Now

Levels: 10+ 24 Meg

Action



The Lion King has the looks and the sounds of the animated movie, but it lacks the intensity that Virgin Some of the viaces is using you to automaticary get and these areas are really introying. The control is my get, and the bonus scenes with the warthog are fun. Over the wart

Although I'm probably one of the few people that hasn't seen the film, the game more than makes up for it. The control of the same properties of the same people and the same people and the continually salvant by line following Sime trom and up good to the ferocious as a game is simply fun to play and never gets frustrating. A good game for those who don't want a toughle.

Wow! A movie that has an early video game release! That should fare well with fans of the film. As far as the it's a fine game loaded with collevels right out of the movembe graphics are what they a pected to be. as are the su animations. Very Disne he impressive music track traight from the film and the digitized voices are near-perfect. I just didn't care for some of the cheap hits.

Super NES Electronic Arts

Shaq-Fu

Fighting Release: Now Levels: N/A 24 Meg



While I'm still confounded by the fact that Shaq is here (Why?), I do like the animation and the graphics. From music was extremely will do not need to solve the confly element that really lacks here is the sound. This is too slow to bear a very lard to play a decent go to solve the computer of the computer of the computer of the confliction of the conf

First Michael, now Shaquille. Shaq-Fu has some nice options to throw off the monotony of the average file of the monotony of the average file of the monotony of the average and the tunes are stated by the state of the monotony. The animation of the man of the man of the monotony, the state of the monotony of the average file of the average file

Shaq Fu is another entry into the fighting game genre. Why they didn't make a basketball game, I have no id another fig. I have no id another fig. I have no hardly original. And by war hardly original. And by war all it he male voices are the same annoying I start to go the music of the music or graphics. An average game.

Ummm ... are they going make a fighting game out of anyone? Where's Barney? Sure it's got some decent and a Story Mode, but it does t have the bes 1 technique. T ing about it works which were is the anii done ratherwell. However, the characters ng special and the game pur coesn't provide the tight control for a good challenge. Fighting fans will get bored with its limited playability.

Super NES

Adventure

Nameo

Release: Now

Pac-Man 2

Levels: 4 12 Mea



Pac-Man was always a favorite of mine, and to see him make a comeback is wonderful. The graphics look as we're from the cartoon from way best when. It's a comical, stone 12 game, and the concept of raying a sort of delity is read. So times Pac-Man does do while you want, and it can see the way it was done is impressive. It's just plain fun.

Pac-Man? Where did he get unearthed from? But hey, this game is very cool! Pac's dot-munching ago take a back seat to a gus adventure that's both unique a point-and-click adventure hay take hard-ened Pac place to adjust. The scenes are led with fun and comical antics to accomplish before moving onto the next scene Pac is back!

Pac-Man 2 is unlike any other action/adventure game I have played before. It's more like a puzzle gate tasks that you misted et Pac-Man to do. The main a scition of the game is the var animations of the hero. The sching about the game I didn't was that it progressed to will when I just wanted Pac-Man to run by an area. Overall this is a fun and charming little game.

Good old Pac-Man gets back into video games. This game is filled with great animations and lots of interactive to the second of the second of

A once peaceful land has gone stark ravino mad.



The precious Gerns of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gerns and return them to the Dark Tower, restoring light and harmony to the cripoled kingdom.

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MAJOR MIKE'S GAME ROUNDUP

A wonderful game that puts Konami back to form! Animaniacs has it all: killer graphics, great sound, challenging levels-in general, everything you'd expect from a Konami game! Fans of the dartoon series will definitely want to check out this title-it is as faithful as Buster Busts Loose was to its source material.



Ren S Stimpy: Time Warp T*HQ/Super NES The first game left me very cold,

but this one caught me off guard, I don't think I have seen the cartoon due look better on a game than this version! The animations are excellent, and their various attacks are characteristically disgusting. The control could be tweaked up a little more, but overall it's an enjoyable title.



Pitfall: The Mayon Adventure Activision/Genesis

Wes! He's back in this long-awaited 16-Bit version! Harry has been given a completely new (and better) look! Tons of technique, killer animations, (not to mention one of the funnier stand-still character movements in recent memory) and challenging levels make this a pleasant experience. A game for any action fair.



MA-13 This sequel to the other Jurassic

Park for the Genesis more or less covers the same ground in a dif-ferent way. Unlike last time, there is no movie story line to adhere to, so anything goes. The graphics seem to be better this time around, and the control is punched up a little bit. Fans of the movie and first game will love this

Benesis Interplay Boogerman

Action Release: Now Levels: 20+ 16 Mea



Boogerman is a fun game to play The graphics and music are lively, especially once you get past the swamp v, the first Boss is a read and sould get his own game. The ontrol on own gam Boogerman is to motch, and there is a of temple to be ew times, I found. Afte found out v Jig and pick zits. There are lots of things to keep you playing. Boogerman is a cool game.

Well it's different, that's for sure. In all seriousness, Boogerman is a good game. The boogers, snots, and everything a gimmick that will grand you to the first few minutes but wears uff quickly. What you are left to a is a decent action game net tand on its own merit eat characgood tunes, ter. Boogerman is good, clean fun (well, almost) in this everything is evil gaming world. Congrats!

Oh, the times they are a changing! Never have I imagined a video game that would employ the use of the bliches, and boogers as a form of attack. I'll give it poi humor value. The amenations will crack you up and sess you out.
I'm not even wre if at's such a good idea. ne game as a whole is okay, but it just lacked something. It seemed like just another action game.

Originality is this game's strong point. I have to admit the attacks of booger flinging, farting, and . However belching is seem overdone. these atta The whole Bo man world nmick than seems more a serious action game. There is plenty of the added but the enemies and le ar to have a redundant, disgusting look that doesn't seem so unique after a while

Genesis

Virtual Bart

Acclaim

Action Release: Now Levels: 6 16 Mea



Virtual Bart will probably be ripped on by the other reviewers, but I for one found it annoying at first, but add e animation of the cine as are at, and the audio is be than by expectations. It's a ad ea yer than the Super NES ters on the that one was too has for me like games that have types of games in one. Virtual Bart is better than you think. It's a good game that deserves a chance.

Virtual Bart is a nice collection of action games that will keep you entertained for a bit, especially the tomato hat interest wears thir never understood why the "vi el me was even needed, but this !buzzword these days. Graphic are decent, sounds at way, ut it's just another Sit game. No-thing exciting here, folks. Take the safe route and rent this puppy to see if it's your cup of tea.

Where did the control go? Someone please tell me where it went because it's definitely not in this game. Be f its lack of control. Virtua Bart ust a game of frustration as put tion option and dis-little. It's the bad, the configurae helped a gh. There es in the were som game that would been really cool if the game played better. On the up side, the game had okay graphics and good voices.

The concept is really cool and I like all the wacky games Bart goes through, but it needs to play a lot better. The good gets fruspedes the trating and the ert. It could enjoyment have been great e using the classic Suppose all tude and characte the blayability wasn't up to the name. The graphics and sounds are good, but it could have really used some more playable levels.

Cenesis Konami **Animaniacs**

Act./Puz. Release: Now



Animaniacs has all the nuances of the cartoons, plus the sounds and looks to go with it. It combines actio tures to create an inovatively styled game. H ver, while I like the three d cters, switching between the is too clumsy, and it leads to and easily. If you enjoy the good or maybe you just like puzzle games, you'll enjoy this one. All it needs is better control over all three characters.

Good stuff, Maynard! I love action/puzzle combos and Animaniacs delivered in a big way! It's gh at first because y need switch the Animania to get through the level out like The Lost Vikin t's part of the adventure. the game overly challs has everything that makes the cartoon such a riot. Animaniacs is a blast from start to finish!

Animaniacs is a cute game featuring those wonderful characters from the famous afternoon cartoon. This a standard action game which unities little more thought because must know which character use in a certain situation. inventive! As far as the grass and sound go, what else say? They are typically good coming from the guys at Konami, Good for kids as well as adults

The Animaniacs are a bunch of hyper little 'toons and this game seems a bit slower paced than you'd ex Konami doesn't disappoint of ha game that challenges be sour reflexes and your wit. To dorable characters are early control and there is a lot same play involving which city ter to use in certain situations. It has good graphics and sounds but doesn't quite top the Super NES version.





HE WEARS

SIZE 22 EEE SHOES

ON HIS PEET

HIS OF PONENTS

US ALLY WEAR THEM

DN THEIR FACE



ELECTRONIC ARTS

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SHAQ-HOUSE DEVASTATES MEPHIS THE SCUMBAG



THAG-ATTAG ROCKS THE



TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT



SHAQ SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES

PERSON, IT IS A WISE MAR WHO LOOKS FOR EXCLU-SIVE SHAQ-FU HINTS AND TIPS IN CLASSIC 4-SPORT TRACCING GARDS







MAJOR MIKE'S GAME ROUNDUP

Samurai Shodown Takara/Genesis

For those of you wanting bigger iighters than those in the Super NES version, look no further. The scaling is out, but the graphics are very close to the Neo version, with the omission of the fighter Earthquake. There is some slow-down, and the voices are poor, but the moves are very easy to execute. An earnest translation.

B S 7 7 8

NYR Lawmmower Man Time Warner/Genesis

More of the moviel This one follows the same game play as the one for the Super NES and provides some cool effects (like the virtue level), but the game is a little on the difficult side. The side scrolling shooter stages were a little bit bland, but if you were a fan of the movie; then you may want to check this out.

7 6 6 5 6

GA The Lion King Virgin/Genesis

Like the other Disney movie adaptations, this one does the animated feature justice and provides very good graphics (wait until you see the knock-out graphics in the stampede sequence). There is a lot of technique here, and the game is a little more difficult hat the other Disney entries, but nonetheless à worthwhile trip.

S S 7 S S

Buardian War Panasonic/300

A very strange action/RPG title that just never really comestogether. The graphics are far above average, but the action itself is a title disorienting. The battle sequences are well executed, with planty of spells and other powers for you to acquire, but in general, the action/RPG mix didn't really work.

9 8 7 7 7 19 BAND NE SURN MINE Sega CD Sony Imagesoft
Mickey Mania

Action Release: Now
Levels: 26 CD-ROM



This game was totally unexpected. Its graphics and effects totally blow me away. Compared to the cart versi a few things have bee ladded lowever, it's . The play still a cat qui mechanic and diverse enough to keep interested. Being a old Disney films, I recommended this one, especially the first level. Of all the action games out for the Sega CD, this is one of the best,

What a great game! Mickey Mania is a great cart that truly shows off the evolution of our rodent hero face to grow the garly, black and white days to the comical art as of to by are here and a blast from S art to finish. But for a Commercial ways that anticipation by the second of the second of

I expected a little more from the Sega CD version of this game. Instead, Mickey Mania is just identical in every respect a cept for the obvious imposument in the sound quality also found the access time to the and it detrees from the fun. All in all, the first is still a very good game with great play mechanics and an adorable hero we all know and love.

I have to admit it's a great game, however it really doesn't exceed the cartridge-based versions. Still the game play and has good gra nly drawback is the ad ss t which does subtract from the overall enjoyment. The play chanics are and exceller of the old Disney sh eally revel in this great game. If you're looking for a CD to add to your collection. this is definitely worth it.

The King of Fighters '94

Fighting Release: Now

Levels: N/A 194 Meg



I love almost all of the Neo fighting games, and when one combines my favorites, of course I'm going to go eing the Art of Fighting guys take on the Bogard brokers (P Joe) is a solv complaints are real treat that the Ikam warr s are too powerful, and the Flecharacters the mance of the are too wear game was thrown off by this. It still looks and plays great however. As usual.

Eek! Another Neo*Geo fighting game. KOF '94 is definitely the big boy of the group; 24 characters is nothing the property of the group; 24 characters is nothing to be a call to be a call

King of Fighters is another great fighting game for the NEO-GEO. The graphics are, by far, the best of all the figures of the system. Everything smost ice is 3-D. And like all other NEO-EO games, the music and sound are exceptional. I total solid in feam Mode where you fan of the magainst another team. I just wish that all the characters from the other games were included.

This has got to be one of the best fighting games for Neo. Most of your favorite characters from other games are to fight alone or in teams e graphics and sound are denitely topnotch. Neo•Ceo stv It plays just like the of a Nee I ames and fans of the taker ing games great variwill love it ety of characters, moves, and competition. I only wish you could split the teams up.

Burning Soldier
Shooter Release: Now
Levels: 18 CO-ROM



I normally hold full-motion games in disdain. Of all the Sewer Shark clones out there, this has to be the most e all of them. Burning Somet is a sed too easy, but the Two-player Jode and difficulty settings I but a lot. The video is crisp clear, and the ne ending was music is gre long, and if worth the time spent playing it. If you own a 3DO, you should consider picking this one up. It's brainless fun.

These games seem to be becoming the norm for CD-based systems, but that's not necessarily a good thing . the video quality is suprising good but it's just some sing to look at. The action was I exclusion enough to keep my interest to very long. Even the lever didn't pick up the pace oter fans, I guess this game would be alright. but for me. I just wasn't impressed.

Burning Soldier is a mindless shooter for mindless shooter fans like mel Who cares about interactive gaming state of the work of the state of the st

The full-motion video is done extremely well and really adds to this shooter. The game itself isn't anything to L just your typical from the service. The big attraction are are the superb backdrops that at the action takes place ion. I the the game looks grea shooter it isn't that fu the linear. forward scrolling. Die-hard shooter fans may not think it is intense enough, but it does look hot.

You thought that the first one was good. Well, here's Pocky & Rocky 2. YOU WON'T MAKE IT THROUGH ALIVE.



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MAJOR MIKE'S GAME ROUNDUP

AD & D Slayer SSI/3DO

You definitely won't get the same game twice with this cart's four billion dungeons! This is an engrossing adventure game that RPG fans will definitely take to instantly. The graphics are well done, there are plenty of characters to pick from, and the ability to create your own player-character is a big plus.



Mutant Rampage Philips/300

A side-scrolling Final Fight-type game that tries awfully hard, but nonetheless comes up short. The problem was I didn't find the fighters very distinctive, and their moves were somewhat bland. The graphics are nice (accompanied by some truly rockin' music—keep in mind this is CD-l})-but it never worked for me.

G 5 5 5 6

Solitaire Funpak Interplay/Game Boy

This is the type of game made for the portable system—Solitaire Funpak is a thorough card game title with several games to play. If you are a solitaire player, then this game will definitely provide a challenge. The graphics are simple as is the game play itself. Overall, this is a worthy addition to any card video game library.



Samurai Shodown Takara/Game Boy

A very good portable version of the Neo-Geo arcade smash! Almost everything is here—the fighters, the moves, and the look. This one seemed a lot more fun to play on the Super Game Boy than on the small screen, but honetheless, fans of the game who are "on the go" will not be disappointed with this one.

8 7 7 7 8

Jeguar Atari
Alien Vs. Predator
Action Release: Now

16 Mea

Levels: N/A



I'm a big fan of both the Alien and the Predator movies, and this game's graphics are good enough to game's graphics are good enough to game. Unit sumand the game play was not very well thought out. You are said we can't jump over acid why to the Aliens leave all the game of the Aliens leave all the game where's the music? Is it an option I missed? It's okay as far as I'm concerned.

This puppy has been in the works for quite some time now. AVP is a good take on the growing first-person particles will-every-thing games. Jeing of a Marine tremendously is the replay value. However, the drawbacks come in the control of choppy animation and beautiful particles. The levels are huge, which is also a big bonus, but there aren't enough items to interact with.

This is one license that could have been a really great game. AVP suffers from a serious case of bad play the scrolling in AVP is supply there should have been into capability, because the architecture of the supply the

I like the whole Alien and Predator idea but this doesn't reflect the action of the comics or other gam aren't very impressive. It is seen to capture the element of Doom or Wolfenstei Und. Designed in the levels, although it does have big levels to map and explore.

Burn Cycle Adv. / RPG | Release: Now

Levels: N/A

CD-ROM



Burn: Cycle is a great interactive mystery that must be seen to be believed. The combination of video and superborners and superborners are to the imagination of the

Just sitting down and playing Burn: Cycle for 10 minutes isn't the way to enjoy it. It must be played like a 112 hich it does a nice job of emulator acters, stork and go nics are all top-notch. The since are all top-notch, the since the limit can be bothersome and be bothersome and the played by the since game you way find yourself wrapped up in. If you don't have a CD-i by now, Burn: Cycle will definitely change your mind.

Ho-hum! Burn: Cycle is just a game where you move a player one space at a time through mazes and while avoiding and/or sating explicit. It's too slow and touck for me, it does have a pre-wood my, but the slow progress of the game just kills it for are pretty a contract the sounds and voices are nice, but this game really needed to be a little more exciting.

It seems as though all of the CD-ROM titles that are out rely on full-action video and sound to sell the game. Cycle has not of the equalities, it was different the other cyberpunk games. It is not be few titles that actual had you coming back for more! If you're really into thinking games, Burn: Cycle's at the top of its class

Levels: N/A	4 Meg
Action	Release: Now
Sonic Trip	le Trouble
Same Vear	gede



Sonic Triple Trouble is just what you'd expect from any of the other Sonic GG games. It's colorful, fast, a see to the Genesis games. It's hort choppy. The biggest do of STT is that it doesn't do anything new with Son s more of the nt plays well for same. Howe the small seed, and in itself, is quite fun. Having played them all. l just wasn't impressed. Hopefully something new will be done.

He's baaack! Sonic just can't seem to go away. Although the game is nothing new in terms of things to discuss to defeat, it does have the air by to keep you entertained or all games can say that. A says, the control is very product of the same game over and over. Any Sonic fan would do well to check out this latest adventure.

Now don't get me wrong—just because I gave this game a six, I do like the game. There are many elements in the second of the sec

This game is pretty much the same old Sonic theme, but I have to admit that I enjoyed it. The animations ar well, along with the grands and sounds. For a portable it is fun to play and can easily you busy. It isn't very unique out the big lev-Is. and classic els, choice de ke it a quality game play game. Although the whole Sonic concept is getting strained, you can't help but admit to its quality.

Can you beat Mad Dog to the Lost Gold?

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more skilled game player





The GAMEGUNTM s now available to provide arcade level shooting action or all ALG titles on the SEGA CD™ and 3DO systems.













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NCAA[°] Football Real College So Real It Hurts! Plays!

If this game were any more real, you'd be spitting out turf! Bone-crunching hits, spectacular sacks, great player graphics and powerful stereo sound make NCAA Football the latest generation in video football games. It's the first of many new

exciting sports titles from the new Mindscape and NCAA Football is officially licensed by the NCAA.



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know you're getting the



NO PIRCHASE PICESANY To entre. Complete an official entry legms found tundle toe privage on NCAV Parkhal or print your news, realises, belighous markers age tomes NCAA location from the NCAV Robinshi area. The complete of the new NCAV Robinshi area. The Complete of the NCAV Robinshi area. The NCAV Robinshi area. The NCAV Robinshi area and a NCAV Robinshi area. The NCAV Ro

Choose from more than 70 real college plays including your favorites like the Wishbone, I-Formation, triple options and Suicide Blitz. On offense, you choose your line-up, formation and play. You can control the player with the ball or just let the computer run it for you. On defense, you can attack, read or cover with an amazing degree of control. Even control field conditions - play in the snow or mud if you want!

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TOP TEN SEQUELS

Once in a great while you play a game that's so good you can't wait to play the sequel. Then when the long-awaited sequel finally arrives, it doesn't quite meet your expectations. You expected all the qualities that made the original so great. Instead, part two falls a bit short and lacks the magic that got you hooked in the first place. That's life in the gaming trenches.



STRIBER RETURNS U.S. GOLD/GENESIS



AFTER BURNER III SEGA/SEGA CD



BOUBLE DRAGON V TRADEWEST/SNES



TEBA OF JAPAN/MEGA BRIN



FINAL FIGHT 2 CAPCOM/SNES



ROLLING THUNDER 3 NAMGO/GENESIS









BUBSY 2 Accolade/Genesis



EDITORS'



The king of the jungle has returned, and he is determined to stay for a very long time.



	BOTTLET ROTTO GOOTHITT, THICE	THE PERSON
SNES	1 Month	Δ
#2	DEMON'S CREST/CAPC	OW
SNES	4 Months	∇

SNES	4 Months	∇
41149	PTER PROTECT H /PRYSTEL BYGE	Line

3D0	3 Months	-

#4	SUPER RETURN OF THE JEDI/	JAC
SNES	2 Months	-

#5	MORTAL KOMBAT II/ACC	LAIM
SNES	3 Months	Λ

#6	SUPER STREET FIGHTER II/C	PCOM
SNES	5 Months	∇

#7	WILD BUNS/NATSUM	E
SNES	3 Months	-

SNES	2 Months	Δ

GEN 1 Month	Δ

#10	POCKY & ROCKY 2/NATS	UME
SNES	8 Months	-

READER'S

The blood bath begins. The longawaited sequel to MK has finally hit. the streets on all platforms. It comes as no surprise that it is all over the top three. This is truly the best home version to date. Street Fighter Who?

MORTAL KOMBAT II/SNES



Look for the Kano and Sonya transformations.

MORTAL KOMBAT II/ARGADE



Why play the arcade when you can play a carbon copy at home?

MORTAL KOMBAT II/GENESIS



The very impressive Sega version ranks in at third place.

ETERNAL CHAMPIONS/RENES!



The CD version will. blow the original away.

ACTRAISER 2/SNES



Just wait until you see the third installment.

STREET FIGHTER IL/SNES



Hasn't this game gotten a little old by now?!

MORTAL KOMBAT/SNES



For those of you who can't afford the sequel.

ET FINITER II THINKS/ANGADE



Now you can play as a little Akuma in the arcades!

DONKEY KONO GOUNTRY/SNES



The jungle fever starts in November. It will drive you ape.

SUPER STREET FRONTER II/SNES



Will Cammy ever get her revenge? Maybe. next issue.



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from Crystal Dynamics.

OFF-WORLD INTERCEPTOR from Crystal Dynamics.

PATAANK from Crystal Dynamics.

SAMURAI SHODOWN from Crystal Dynamics.

Panasonic R'E'A'L

Babbage's

America's Software Headquarters Sept. 18, 1994

The Top Ten information below is provided by Babbage's and is current as of

3D0	
#1 ROAD RASH/ELECTRONIC 1 Month	ARTS A
#2 WAY OF THE WARRION/UNIVERSAL 1 Month	INTERACTIVE A
#3 ADSO SLAYER/ELECTRONIS	ARTS
#4 OUARDIAN WAR/PANAS 1 Month	ONIC _
#5 SNOCK WAVE/ELECTRONIC 3 Months	ARTS
#6 JOHN MADEEN NFL '94/EA 2 Months	SPORTS
#7 BURNING SOLDIER/PANA:	SONIC A
#8 SOCCER KID/THE 300 COI 1 Month	APANY
#9 MAD DOS II/AMERICAN LASEF	GAMES A
#10 ALONE IN THE DARK/INTE 2 Months	RPLAY

#1 MORTAL KOMMAT R/AGCLAIM 1 Month A #2 BREATH OF FIRE/SQUARE SOFT 2 Months	SUPER N	VES
#2 BREATH OF FIRE/SQUARE SOFT 2 Months - #3 THE BEATH AND RETURN OF SUPERMAN/SUNSOFT 1 Month \(\Delta \) #4 MAXIMUM CARNAGE/ACCLAIM 1 Month \(\Delta \) #5 SUPER STREET FIGHTER II/CAPCOM 3 Months \(\nabla \) #6 TETRIS 2/NINTENBO 1 Month \(\Delta \) #7 BRAIN LORD/ENIX 1 Month \(\Delta \) #8 POWER RANGERS/BANDAI 1 Month \(\Delta \) #8 POWER RANGERS/BANDAI 1 Month \(\Delta \) #9 THE SECRET OF MANA/SQUARE SOFT	#1 MORTAL KUMBAT U/AGC	LAUM
2 Months -	† Month	Δ
#3 THE BEATH AND RETURN OF SUPERMAN/SURSERT 1 Month Δ #4 MAXIMUM CARNAGE/ACCLAIM 1 Month Δ #5 SUPER STREET FIGHTER II/CAPCOM 3 Months ∇ #6 TETRIS 2/NINTENDO 1 Month Δ #7 BRAIN LORD/ENIX 1 Month Δ #8 POWER RANGERS/BANDAI 1 Month Δ #8 THE SECRET OF MANA/SQUARE SOFT	#2 BREATH OF FIRE/SQUARE	SOFT
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1 Month	#7 BRAIN LORD/ENIX	
1 Month A #9 THE SECRET OF MANA/SQUARE SOFT		Δ
1 Month A #9 THE SECRET OF MANA/SQUARE SOFT	#8 POWER RANGERS/BAN	DAI
	#9 THE SECRET OF MANA/SOUR	RE SOFT
#10 THE INCREDIBLE HULK/C.S. GOLD	#10 THE INCREDIBLE HILLK/C S	RAID
1 Menth \triangle		

the state of the s	a dendebuggi
GENES	IS
#1 MORTAL KOMBAT II/ACC	
1 Month	Δ
#2 BILL WALSH COLLEGE FOOTBALL '95	/EA SPORTS
1 Month	Δ
#3 COLLEGE FOOTBALL'S NATIONAL CHAMPI	ONSNIP/SEBA
1 Month	Δ
#4 MAXIMUM CARNAGE/ACC	CLAUM
1 Month	Δ
#5 MS. PAG-MAN/TENGE	N
3 Months	Δ
#6 WORLD SERIES BASEBALL	/SEGA
6 Months	∇
#7 THE INCREDIBLE HULK/U.S	. GOLD
2 Months	V
#8 PBA TOUR GOLF II/EA SP	ORTS
1 Month	Δ
#9 SUPER STREET FIGHTER II/C	APCOM
3 Months	V
#10 RISK/PARKER BROS	
1 Month	Δ
The second secon	de mandre la facilità

		_
	SEGA CD	Acceptance of the second
#1	STAR WARS 3-D: REBEL ASSAULT/	ive
	3 Months	-
#2	ADAD EYE OF THE BEHOLDER/SEG	A
		Δ
#3	BRUTAL: PAWS OF FURY/GAMETER	(
	2 Months	Δ
#4	VAY/WORKING DESIGNS	
	3 Months	∇
#5	FORMULA ONE WORLD CHAMPIONSHIP,	/SEGA
	2 Months	∇ '
#6	HEIMDALL/JVC	
	3 Months	-
#7	PARK WIZARD/SEGA	
		-
#8	TOMCAT ALLEY/SEGA	V
#9	RISE OF THE DRAGON/SIERRA	
π3		Δ
#10	POWERMONGER/ELECTRONIC ART	8
	1 Month	



NUMBER ONE GAME FOR EACH SYSTEM



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Electronic Arts



SUPER NES Mortal Kombat II Acclaim.



GENESIS Mortal Kombat II



SEGA CD

Star Wars 3-D: Rebel Assault JVC



BAME BEAR Mortal Kombat II Acclaim



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- 1. SNES / MORTAL KOMBAT II
- 2. SNES / STREET FIGHTER II TURBO
- 3. SNES / ACTRAISER 2
- 4. SNES / SUPER EMPIRE STRIKES BACK
- 5. SNES / SUPER STREET FIGHTER II
- 6. SNES / STUNT RACE FX
- 7. SNES / DONKEY KONG COUNTRY
- 8. SNES /EARTH WORM JIM
- 9. SNES / SUPER METROID

10. SNES / TETRIS 2

- 11. SNES / SUPER RETURN OF THE JEDI
- 12. SNES / SUPER MARIO ALL-STARS
- 13. SNES / THE JUNGLE BOOK
- 14. SNES / SUPER STAR WARS
- 15. SNES / AERO THE ACRO-BAT
- TO ONEO / ALITO THE ACTION
- 16, SNES / STUNT RACE FX

- 17, SNES / DEMON'S CREST
- 18. GENESIS / MORTAL KOMBAT II
- 19. GENESIS / EARTH WORM JIM
- 20. GENESIS / STREET FIGHTER II CE
- 21. GENESIS / JURASSIC PARK
- 22. GENESIS / MORTAL KOMBAT
- 23. GENESIS / LETHAL ENFORCERS 2
- 24. GENESIS / STREETS OF RAGE 3
- 25. GENESIS / SONIC THE HEDGEHOG 3
- 26. GENESIS / SONIC SPINBALL
- 27. GENESIS / CONTRA: HARD CORPS
- 28. GENESIS / CASTLEVANIA: BLOODLINES
- 20 SEGA CD / SNATCHER
- 30, SEGA CD / SONIC CD
- 31. SEGA CD / GROUND ZERO, TEXAS
- 32. SEGA CD / HEART OF THE ALIEN

- 33, SEGA CD / SILPHEED
- 34. SEGA CD / MORTAL KOMBAT CD
- 35, DUO / STREET FIGHTER II CE
- 36, DUO / DRACULA X
- 37, 3DO / ROAD RASH
- 38. NEO•GEO / WORLD HEROES 2 JET
- 39. NEO•GEO / FATAL FURY SPECIAL
- 40. NEO•GEO / ART OF FIGHTING 2
- 41, NEO•GEO / KING OF FIGHTERS '94
- 42. NES / KIRBY'S ADVENTURE
- 43. NES / MEGA MAN VI
- 44. GAME GEAR / MORTAL KOMBAT II
- 45. GAME GEAR / THE INCREDIBLE HULK
- 46. ARCADE / MORTAL KOMBAT II
- 47. ARCADE / SUPER STREET FIGHTER II TURBO
- 48. ARCADE / MORTAL KOMBAT III
- Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.

Sylvester and Tweety on Cacey Capers



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!















__SONY TO GET MORTAL KOMBAT III_
__PLAY STATION SIGNS BULLFROG...
__SEGA TO OVERHAUL SATURN SYSTEM?__
__32X PACK-IN GETS VIRTUA IN U.K.__
__STREET FIGHTER MOVIE UPDATE.__
__HASBRO UNLOADS VR SYSTEM._
__DRAGULA X COMING TO ALL MACHINES.__
__MK2 KOLLECTOR'S MAGAZINE COMING._

...Time to kick off another month of gossip as yours truly takes to the gaming field with the latest and greatest goodies from inside and out the biz. The Q's been prowling the sidelines for the latest dirt from the hottest names in gaming, while the powers that be each try to up the other for the coveted title of best game system in the world! So sit back and let the Q deliver the news as only the rumor-meister can ... Here's the lead-in of the year, kiddies: Seems a deal has been signed by Williams and Sony for Mortal Kombat III to light up PlayStation machines when that piece of hardware hits store shelves next November. The Q-Mann expects to see some angry words on the horizon since, according to sources close to the deal, the ink is already dry on this contract. Nintendo, the company that touted its recent pact with the arcade giant just months ago, is rumored to be none too pleased with the arrangement —especially since their next gen machine, the Ultra 64, is expected to intro head-to-head with Sony's gear at about the same time ... Contrary to some reports, there is NOT an O. J. Simpson game under development (although a driving sim where your goal was to stay below 55 would at least be unique!) ... Not to be completely outdone, sources tell the Q-Mann that Mortal Kombat III will be coming out for the Ultra 64 and possibly the 3DO in much the same way that Super Street Fighter II is being released for Trip's big machine...

...What's the deal Sony USA? The Quartermann is starting to think you're asleep at the wheel! While both Sony Europe and Sony Japan are dishing out the good stuff on your upcoming game system and softs, with marketing and sales teams intact, the folks on this side of the Atlantic/Pacific are having difficulty even returning calls from the press. Although the Q loves the extra workout, you'd think with all the furor over Saturn, Super Genesis, Ultra 64 and other VR machines, you'd be all over the head eds ... In other PlayStation news, the Quartermann has learned that Bullfrog Entertainment in the U. K. has just signed a contract with Sony worth a guaranteed \$4 million (or 2.5 million pounds, whichever dollar jargon you prefer) ... Look for Sega to dish out an eight-player adapter called Team Player that will be fully compatible with all existing Sega Sports titles. Upcoming entries in the line will take advantage of the functions available from this device ... Meanwhile, in other Sega news, the Q-Meister has discovered rumors that Sega is in the process of a complete hardware overhaul of their Saturn unit. While taking this mega-machine out of orbit would be unexpected, they are rumored to be retooling the unit to give it more horsepower for the same price tag. Seems Sega is already starting to feel the heat from rival next gen machines nearly a year before those battles begin...

...In other news, Nintendo's big ape has apparently got bugs (and not fleas or ticks) from swinging around in the programming jungle. These programming bugs are rumored to be giving developers a hard time and conventional exterminating techniques are meeting with little success. These programming bugs may cause the launch of Donkey Kong Country to be pushed back, but Nintendo does have their top exterminators on the problem. The Q guesses that the jungle will be free from pests in time for their big launch in November ... In Europe, Sega's 32X is being packaged with Virtua Racing Deluxe, not a bunch of stinking \$10 coupons for six different first generation 32X games set to clock in at \$60 each. However, in other pack-in news, Sega plans to pack in the Lion King with the Genesis on our side of the pond this Christmas. Take notice game companies, any effort to pare down costs by launching big Bit game machines that have no software pack-ins will be met with serious resistance from yours truly ... Nintendo sources have told the Q-Mann that Donkey Kong Country is a possibility to be packed in with the Super NES (it's a forsure thing in England), but talk of the big ape being packed in with the Super NES this Christmas is raging because sales of the 16-Bitter have been flat in recent months...

...Dracula X is coming next year for the Sony PlayStation and for the Super NES as well as Sega's 32X from Konami ... Early word on the big-budget Street Fighter movie isn't good, according to sources close to the Q. Not only are the characters pale imitations of their video after-egos (look at Guile, Ryu, Honda, ewwwwl), the decision to put the focus of the movie on the shoulders of Van Damme as Guile has been eliciting boos during previews in my area ... In addition, a recent article claimed that Capcom is going to choke on more than a million copies of the home Street Fighter game ... Viacom's getting ready to rock in the new year with the Brothers Grunt and Phantom 2040 for the Super Nintendo and the Sega Genesis:

...Hold onto your Oreos, Q-Fans, for this important Gaming Gossip update! Remember a while back I broke the news of Hasbro's intro into the gaming business with a 32-Bit portable VR system? Well, Nilntendo just bought the technology and will be packaging the Hasbro device as their own in Japan just in time for the holidays. The U.S. release, of course, will be early next year ... That just about wraps it up for this installment of Gaming Gossip, as mol must go catch a plane and interview the stars of the upcoming Mortal Kombat movie! Speaking of MK, don't miss out on the official Kollector's magazine coming soon from the folks that bring you EGM! It should be in stores any day. Until next time...









Hidden Bosses in Fighter's History To find them, call the Data East Tipline

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it's gonna be one hot summer.

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SEGA SET TO GIVE NINTENDO A KNUCKLE SANDWICH

It seemed that Sega of America was in a bad fix recently. Sega's top executives coulon't find Knuckles the Echicina or so the press release said.

It was all an awesome publicity stunt to set gamers all over the world up for the century's ultimate game launch.

"Knuckles was causing quite a stir. He had everyone going and was at large, refusing to play along with Sega's marketing plans," Sega sources reported.

Everyone knew that the star of the game wasn't missing—character animations in games don't disappear, except in the cases of power failure or programmer errors. Everyone in the gaming media knew that wasn't the case, but we all played along to see what Sega was cooking up. The releases, the faxes, and all of the colored paper that was changing hands added to the excitement of whatever was to follow.

The details started to flood in on Knuckles, the gaming fugitive. The APB was posted.

"Mī V and the Hard Rock Cafes around the world were joirning Sega in the search for their newest, high-priced gaming mascot who was on the run," a press release read. They needed to find Knuckles in time for his big launch gig at Alcatraz. The plot was thickening and the purpose of the missing mascot headlines was becoming apparent.

Sega arranged for a highsecurity cell on the island of Alcatraz to be the site of a competition for hardcore gamers.

Gamers from around the world had to bring their suitcases, packed and ready to go, along with their quick fingers, to a participating Hard Rock Cafe location. They could also phone a 1-800 number and qualify by calling their local radio station. The worldwide competition took place

tion took place
October 8, at
Hard Rock
Cafes in 16
locations
in the
United
States and
in local locations
in Brazil,
Canada, Japan,
Europe, and
Mexico.

Once the gamers won their regional tournaments, they grabbed their suitcases and were then flown to San Francisco. They were transported to Alcatraz to take part in the worldwide launch. Gamers were transported in a motorcade, then taken by cruiser to the island.

The hype continued and Sega was worried that Knuckles wouldn't be caught in time. But some fine detective work tracked down the star of their new game was Sonic 3 as Knuckles or Sonic, and find new areas in each of those games using Knuckles. The games are backward compatible and a new concept in video game play.

The developers of the Sonic series had to build this feature in when they were making the original games.

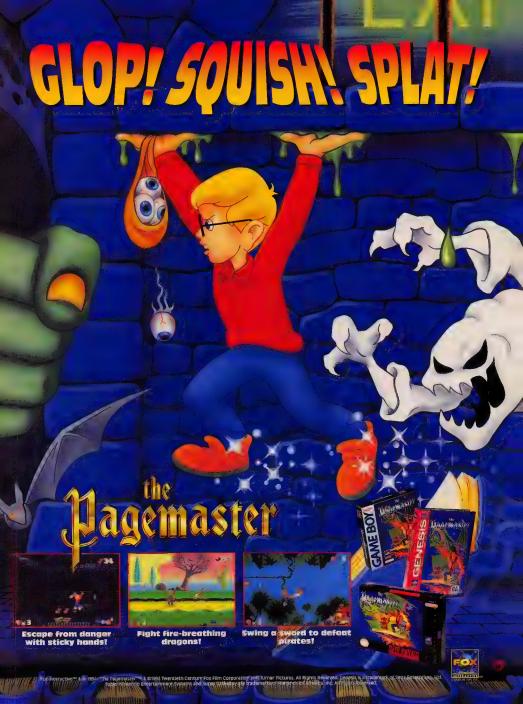
Not only will the new technology make the games you already have (Sonic 2 and Sonic 3) seem new again, but the Sonic and Knuckles cart you get when you but the game will also have seven new

levels, 14 acts (if you play the game as Knuckles), and eight new levels plus one super secret hidden level that can only be seen in this month's EGM. It's the first time a company has

when making titles to allow for a new player to be added to the game later on. All of the festivities, including the capture of Knuckles, was filmed and put into a half-hour prime-time MTV special called Rock the Rock. When it comes to all-time cool video game launches, the Knuckles gig on the rock will go down in gaming history.

locked into the game forever, much to everyone's surprise.

The game features new technology that will allow gamers to play Sonic 2 and



IF YOU DON'T HAVE EYES IN THE BAC

YOU'RE ALL ALONE
IN A SPACE COLONY.
EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.



THEY'RE IN FRONT OF YOU. IN BACK OF YOU. TO YOUR LEFT. TO YOUR RIGHT.

> BASICALLY, YOUR CHANCES ARE PATHETIC.



THE KEY TO SURVIVAL?

SHOOT THE LIVING SNOT OUT OF EVERYTHING IN SIGHT, THEN COLLECT MORE WEAPONS OFF THE WARM DEAD BODIES.



OF YOUR HEAD, YOU'RE DEAD MEAT.



SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

IF YOU AREN'T, YOU'RE DEAD MEAT.



THE FIRST 3-D, 360-DEGREE, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA™ GENESIS.™





WORLD SERIES A BUST, BUT GAMERS CAN STEP INTO THE ELECTRONIC BATTER'S BOX

This year's major league baseball season is history, but there's a way for you to make your own 1994 baseball memories become reality from the comfort of your own home.

You can swing for the Green Monster or pull the ball into the ivy in straight-away center field or face some of the toughest pitchers in the major leagues without breaking any windows.

No, the baseball strike wasn't a bad dream, but one company may just give baseball fanatics their much-needed baseball fix.

Sports Sciences has developed the first Virtual Reality baseball bat.



The bat is called Batter Up and it is compatible with a number of video games already out on the market

That's right. You can hit pitches thrown at you from pitchers

in your favorite video games.

The two most notable games that Batter Up works with are Ken Griffey, Jr. Major

League Baseball for the Super NES and World Series Baseball for the Sega Genesis.

Batter Up is dual compatible for both the Genesis and the Super NES and plugs into a controller port using a cable.

Gamers hook the \$69 bat into the controller port and step into the video gaming batter's box. The electronically programmed, 24-inch, blue-andblack foam-covered bat calculates whether the batter strikes out, singles, or puts one deep over the wall into left field.

After you take a cut, follow the flight of the ball into the park, if the pitcher doesn't blow the ball by you.

Watch for those inside fast

balls, up and in tight. A little chin music may be just the tune strike worn baseball fans would enjoy hearing. Make sure Mom's expensive lamps and knickknacks are out of the way when you step into the invisible batters batter's box and go for the fence in Batter Up.

NEW CONTROLLER WILL, MAKE YOU THE MVP OF YOUR SPORTS GAMING BLOCK

Naki just scored a touchdown and you will be the one going for the two-point conversion.

The Nakitek MVP arcade joystick is one sophisticated controller that will have you blasting by the competition.

Sports gaming enthusiasts won't want to go without this latest innovation in controller technology.

The MVP (Most Valuable Player) joystick will allow you to put up some pretty big numbers on the gaming gridiron, on the ice or in the outfields of your favorite baseball game.

Whatever sport you like to take to the gaming field with, peek at this joystick.

It has some new capabilities that gamers have been waiting for, including the new Triple Play Options. These include a variable Speed Option, multidirectional movement, including various angles and directions that normal controllers don't allow you to move in.

The joystick will allow you to stop on a dime plus rotate and move in directions you never



thought were possible when playing your favorite sports video game. It will truly allow you to move players you control at any angle. For example, a basketball player can now pass or dribble in any direction, instead of being limited to four.

The MVP joystick will enable

gamers to manipulate the speed of the characters on the screen. With the joystick configuration, the football player can run slow, medium, or fast plus back pedal or fake out mem-

bers of other teams.

This feature will allow you to run circles around the competition. For realistic 3-D cyberaction, gamers can manipulate objects on the Z axis, from the background to the foreground, creating a 3-D effect. In flying and racing games, players can propel objects forward and back-

ward to outmaneuver opponents. All of Nakitek's controllers are dual system compatible for gamers who own both the Genesis and the Super NES. The MVP controller will cost \$49.99. If you're a sports fan, this one will help you score often.



CAPCOM AND DATA EAST ROUND 2

The soap opera-like saga of Capcom and Data East has gone into the second round. Remember the dispute over whether Fighter's History infringed on Capcom's Street Fighter II copyrights or not? Capcom, in its opposition to Data East's previous summary judgment motion, claimed that Capcom was entitled to submit the entire matter to the jury.

Judge William Orrick of the United States District Court for the Northern District of California stated, "As such, Capcom's argument that it is entitled to submit both games to the jury, simply because the court found some expression in Street Fighter II to be protectable is without merit."

The judge went on to rule concerning Capcom's claim that miscellaneous game features such as the Attract Mode and Vs. Screens as well as the selecting of players, tracking vitality, and designating winners were protected and that Data East had infringed their copyright by using those features. The judge stated, "As such, there is no triable issue of fact with respect to the unprotectable nature of Street Fighter II's miscellaneous game features. Data East is entitled to summary judgment with respect to this category of alleged similarities.

The court battle between the two companies continues and we'll have all the drama.

ANOTHER GREAT RPG FROM EN









R 35. HOURS OF GAME PLAY...

REATORS OF ACTRAISER AND





WAY OF THE WARRIOR ON 300 PUTTING UP ONE HECK OF A FIGHT

In the first few weeks Way of the Warrior has been available nationwide, it's been selling very well.

The first hard-hitting fighting game for the 3DO Interactive Multiplayer system has become the fastest-selling 3DO software title.

Way of the Warrior, the most anticipated 3DO title of the year, has garnered mixed reviews, but those who buy the games have the last word.

"This game is definitely the number one title in the market right now. Way of the Warrior has been the hottest selling title we've ever had for the 3DO system," said Peter Roithmayr, senior buyer of electronics for Electronics Boutique.





Naughty Dog developed the title for Universal Interactive Studios Inc., a unit of MCA. Way of the Warrior was the company's first product.

The music of Geffen recording artists White Zombie is featured on the soundtrack.

NINTENDO-KING OF THE **NIKKEI BUSINESS JUNGLE**

For the fourth year in a row, Nintendo's on top of the annual ranking of excellent companies, in Japan. The ranking is conducted by the Nihon Keizai Shimbun. The companies listed high are generally financially healthy and they have a large share of their respective mar-

This year Sony Music Entertainment came in second. and Fuii Film came in third. Many other large companies like Matsushita Electric (Panasonic) and Sega slipped in the rankings. On this year's list Sega ranked 13 and Capcom was number 21 in the posted rankings.



Crankin': on a role and having a good time and lots of success in the game they are playing.

Hit Points (HP): are not points one gets from pounding on a younger sibling and get points for each whack. When gamers use this term, they are referring to real points that they build up, that increases their power when playing role-playing games (Zelda, Illusion of Gaia, and Final Fantasy III).

Power-Up: it sounds like a new drink, but it's really the name for what's happening when a character gets visibly muscular or larger on-screen.

Warp: when your kids tell each other to warp, it's not obscene. They are telling each other to skip the easy levels by using a built-in feature of the game to get to a higher level.



Sega's highest ranking in the past five years was in 1993. when Nintendo was first and Sega was ranked fifth. The analysis is based on NEEDS-CASMA, a unique technique developed by Nikkei using a specialized analysis technique gauging potential growth, popularity, and market share.

SEGA OF JAPAN THINKS SONY WILL FIGHT IT OUT WITH THEM FOR GAM-**ING'S TOP SPOT**

Reports out of Japan from Sega's top man suggest that Sony, not Nintendo, will be Sega's biggest rival in the coming year.

The president of Sega of Japan doesn't consider Nintendo and their Ultra 64 machine to be that much of a threat.

He feels that Sony and its PlayStation will be their main competition in the coming year.

"Sony is a much stronger company than another company that I cannot name," said Sega's Havao Nakavama in a subtle reference to Nintendo.

Nakayama went on to say that, although Sony is new to video games, they have many years of experience in the consumer marketplace. Later this year, several of gaming's top companies will be unveiling their next generation of home game machines. None of the new machines will be compatible with the existing Super NES and Genesis machines. Sega's banking on the 32X in the U.S. this Christmas.

VIDEO GAME VERNACULAR THE TALK OF THE TOWN

· Gamers, like skateboarders. have a certain lingo that they have developed as they play.

A subculture of sorts, gamers of today seem to have invented, an alien tongue that is turning living rooms into arcades with their special clubhouse

The video game culture has definitely arrived, with three out of every four American families owning a gaming console.

Gamers are creating a huge and inventive slang vocabulary of "Tendo Speak" that puts the lingoes of the present day to shame

After jockeving more than 30 million calls from die-hard game players and trading tips with video game players from across North America. Nintendo's game counselors have put together a brief glossary of what gamers mean when they're "Viddin." Now you'll be able to dissect the dialect and make sense of what gamers around you are saving. You'll not only be able to understand the lingo, but you'll be able to join in.

Here are a few excerpts from the game glossary.

So let's crank some pink puffs and dissect the lingo.

Boss: a monster known as the Boss confronts the main character at the end of each level of an action game. Learning spin moves, counter punches, and parying tactics may give kids the interpersonal skills they'll need to deal with the boss of the future.

The Code: the elusive set of controller instructions that allows players to skip easy levels, and gain supe-powers to evade harm. Not to be confused with the maddening array of PIN numbers, key codes, and phone access sequences used by adults, video game Codes are sought after by kids through a secret underground of gamers in the know.

In the Zone: the point where you can't do any wrong, even if you try to lose a live the only way you can do it, is to hand your mom or dad the controller.

EXCLUSIVE FIRST LOOK AT NINTENDO'S NEW 32-BIT VIRTUAL REALITY SYSTEM

Nintendo's new 32-Bit Virtual Reality 3-D system may have had its roots in the military.

The new technology uses the Private Eve technology used by air traffic controllers and the military in the Gulf War. The actual system they used featured a head-mounted unit.

Nintendo's portable unit will look much like this GAF viewfinder, to give you the 3-D Virtual Reality in a box. The system is made up of three key components; an

LED unit with a mess of red LEDs, a magnifier lens, and a swiveling mirror unit. The LEDs flash, the lens magnifies the light,

and the mirror creates the image. The retina of your eye retains the light for an

instant. so by swiveling the mir-

auickly.

your eye perceives the wide image and not just a

vertical column of light. Sources have revealed that Nintendo's system will have two sets of these.

one for each eye, to get the proper 3-D vir-

tual realeffect. The

svstem



won't attach to your body and there won't be any head-mounted device needed to get the full effects of the system. Nintendo has already confirmed this. They also have said that their 32-Bit machine will be much like NEC's PC-FX system. which looks as though it isn't going to fly.

Several licensees, including Hudson Soft of Japan are working on games, but no one wants to go on record just yet, because everyone is skeptical whether or not the unit will sell

GREYSTONE TECHNOLOGY RIDING ON A CLOUD OF VIRTUAL REALITY EXCITEMENT

If you're looking for a Virtual Reality experience, then Grevstone Technologies might just have what you've been waiting for.

They develop Virtual Reality experiences, intelligent simulations, and artificial intelligence based software for commercial and defense industry uses.

They also design specialized software for military aircraft and dabble in sophisticated air combat simulators.

With the expanding Virtual Reality market, their titles-Virtual Voyage, the Pterandon, and Labyrinth Rangers-are becoming popular with VR fans.

They're expanding their market and setting up their Virtual Reality settings with entertainment and promotional indus-

San Diego will be their first Entertainment center starting in the middle of '95 and they hope to set up other operations all over the world.

For several years, Virtual Reality (VR) has been promoted as the next media revolution.

VR will have many advantages and many different applications.

Doctors will be able to practice delicate surgeries in Virtual Reality operating rooms, so they could prepare themselves for very delicate operations.

Fighter pilots can rehearse dangerous missions and familiarize themselves with the terrain they will be flying over.

Chemists will be able to test new compounds without blowing up their lab. The list goes

Virtual Reality will also provide a new level of interactivity in many areas including education and entertainment.

Greystone developed the company with an initial \$2,000 investment in 1988. Since

then the company has grown by leaps and bounds. Initially the company used its skills with federal agencies and government contractors. The company targeted the avionics software industry, offering a blend of skills and technologies, including real-time interactive control. war game design, visual database development, networking, and other technical projects.

Yesterday's defense tools are becoming today's electronic plowshares. Today, with the

new technology, a 10vear-old can harness the sights and sounds of Virtual Reality created with the same sophisticated technology used to train pilots and battlefield commanders.

In the VR game shown here, users can climb into the cockpit of an F/A-18 fighter and fly an actu-

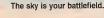
al mission that was flown during the war in the Bakka Valley. The simulation uses some advanced real-time imagery.

"It takes real engineers using calculus to develop sophisticated programs," says Richard A. Smith, Greystone's president. "VR is an experience made possible by intelligent software systems running on powerful computing platforms. We're one of the few companies who know Virtual Reality."



A mission in the Bekka Valley awaits you and your flying skills.





Contains MONE of the U.S. Recommended Daily Allowances of Vitamins and minerals.

Whether the FDA approves or not, your eating habits are about to change. Meet GFX, your tongue-snapping, SMATT-ASS alter ego. With this GCCKO'S gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means Crunchy dragonflies, juicy

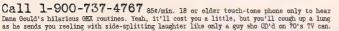


grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-Smackin' good, just the same. Without these Skanky nuggets o'bug futs to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in

this 32-bit battle. But hey, only WUSSIES worry about good taste, right?











Capcom's popular video game superhero, Mega Man, has made his smallscreen animated debut, and the show's a hit in each of the 95 market areas it is syndicated in.

Originally Mega Man was developed for the 8-Bit Nintendo Entertainment System, which spawned a dozen successful video game sequels across all of Nintendo's gaming format.

The debut also marks Capcom's entry into the world of animated children's television.

"Capcom's Mega Man TV venture is a clear example of our rising status in

a clear example of the broad world of mass-market entertainment," noted Joseph Morici, Capcom's senior vice president. "Having already achieved

tremendous recognition and success in the electronic

entertainment market, Cap-

com is well poised for entry into a vast range of related areas. We will continue to seek new, exciting entertainment options that will work to strengthen our rapidly growing business.

The creation of the Mega Man

Animated Series is of particular importance, as it opens yet another window of opportunity," added Morici.

Capcom has also gained a foothold

in areas of the entertainment world. This December, Capcom will coproduce the live-action feature *Street Fighter II*, based on the hottest video gaming property since Pac-Man. By entering the

meted hero is helping Capcom secure an early stake in the increasing wave of collaborative efforts between interactive technology companies and Hollywood's creative talents.

"Capcom is one of the first video game companies to establish next-generation entertainment for the mass market," commented Jun Aida, Capcom's director of licensing.

"The Mega Man TV venture marks on ly the beginning of Capcom's involvement in high-profile projects that will capitalize on the emerging success of software based

technology-driven entertainment. Aside
from lending
characters
to television and

film,
Capcom's
newly established Silicon
Valley-based
R&D centre
will be
well
poised to

take

advantage

of the next wave of software opportunities in the near future with Hollywood.

To make the series, they commissioned one of the country's foremost producers of children's television animation, Ruby Spears.

The plots for the first 13 episodes were taken from the 12 action/adventure games that featured Mega Man on the various Nintendo gaming platforms.

THE ANIMATED SERIES

children's television market, Capcom hopes

to bring Hollywood and the Silicon Valley closer together. The blue-hel-



MEGA MAN ANIMATED CARTOON SERIES TOP 25 MARKETS

LOCATION	STATION	TIME
New York	WNYW	SAT 7:30 AM
Los Angeles	KTTV.	SAT 11:00 AM
Chicago	WFLD	SAT 11:00 AM
Philadelphia	WTXF	SUN 7:30 AM
San Francisco	КВНК	SAT 11:00 AM
Boston	WSBK	SUN 11:00 AM
Dallas	KDAF	SUN 7:30 AM
Houston	KHTV	SUN 8:00 AM
Atlanta	WATL	SUN 9:30 AM
Cleveland	WUAB	SAT 10:30 AM
Minneapolis	KMSP	SUN 9:30 AM
Tampa	WFTS	SAT 7:00 AM
Miami	WBFS	SUN 8:00 AM
Orlando	WKCF	SAT 6:30 AM
Pittsburgh	WPGH	SUN 7:30 AM
Pittsburgh	WPTT	SAT 10:30 AM
St. Louis	KDNL	SUN 7:00 AM
Phoenix	KUTP	SUN 12:30 PM
Denver	KDVR	SAT 11:00 AM
Baltimore	WNUV	SAT 7:00 AM
Washington D.C.	WDCA	SAT 6:00 AM
Seattle	KSTW	SAT 9:30 AM
Detroit	WXON	SUN 6:00 AM
San Diego	KTTY	SAT 6:30 AM
Hartford	WTXX	SAT 9:00 AM

Gamers who enjoyed the various games will become instant fans of the animated series.

"To start the series off, we only produced 13 shows to see how well the series would be received by the public," said Laurie Thornton, Capcom's public relations manager.

"From all indications, the series has been very well received. The episodes are loosely based on the plots of the video games Mega Man and his allies have starred in. The episodes were created using the talents of Ruby Spears and the staff here at Capcom." All of Mega

Man's archene-

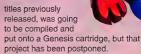
mies have been added and the series will be action-packed, with all of the elements gamers have come to expect from Mega Man.

The good guys are in there, too, including Mega Man, his four-legged pal Rush, Roll, Dr. Light, Eddie, Doc, and Pipi.

The bad guys outnumber the good, including Dr. Wily, Protoman, Cutman, Gutsman, Iceman, Bomberman, Fireman, Elecman, Brightman, Pharoahman, Stoneman, Drillman, Ringman, Magnetman, Sparkman, Crashman, Toadman, Snakeman, Crystalman, Diveman, Waveman, Geminiman, Gyroman, Dustman, Batonman, Airman, and Woodman.

Mega Man V is about to be released on the Game Boy. Mega Man X2 is also a highly-anticipated title being released for the Super NES in the first quarter of 1995 and will have bigger bosses and plenty of hot gaming action for Mega Man fans of all ages.

A version of Mega Man called the Wylie Wars, a culmination of



In addition to the Mega Man television venture, the big movie is looming large and is to be released in December.

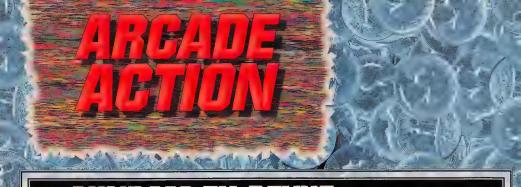
Capcom's hottest property, Street Fighter, sold over 12 million copies worldwide, and they are banking on the film's similar success.

It's the first time that a game company has wholly-financed the making of a major motion picture. The film will cost \$35 million and it has brought together some of Hollywood's greatest talents.

Jean-Claude Van Damme, Raul Julia, acclaimed screenwriter Steven E. de Souza, and Academy Awardwinning producer Edward R. Pressman are expected to add to the box office draw.

Beginning early next year, a wide variety of Mega Man licensed products will hit store shelves, including everything from T-shirts, sweats, toy cars, and trading cards. There will also be tapes of the Mega Man TV series on video distributed by Sony Ent. on store shelves for all you Mega fans.





GUNDAM EX REVUE By Banpresto

Based on the popular Japanese series, Banpresto's Gundam EX Revue is a serious fighting game that will definitely appeal to a lot of game players. Although it is uncertain if Gundam EX will make it to American shores, you can be sure that it will be a hot ticket wherever it is released.

Essentially what we have here is a two-player fighting game with 14 different "mobile suits" to choose from. Each of these has at least four special attacks that can be done with a joystick/button combination. The moves are fairly easy to pull off, and the game

Be careful not to let your foe get too close, or you'll get thrown around.

controls surprisingly well.

All of the "mechs" are really cool. With over 150-Meas of power, this game looks just like the cartoon series that fathered it!

Even if you're sick of fighting games,

ly worth the tokens! Banpresto should seriously consider bringing it to the U.S.!





The backgrounds are all impressive. They will change with every stage.



the right moment for maximum effect!



The computer can be a tough cookie to beat! Use your defensive moves wisely!





Uh oh! Better learn how to block your opponent's various attacks.



Check out the great selection of mobile suits you can choose from in the game.





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DESERT TANK By Sega



Enter the virtual battlefield. Knock out the enemy's defensive systems.



Blow up anything that gets in your way. Watch out for those pesky mines!



Your Armor Strength Indicator will give you an idea of how well you're doing.

Polygons, polygons, POLYGONS!!! That's essentially the name of the game (Ouch, stupid pun!) with Sega's Desert Tank. This coin-muncher uses

Desert Tank
technology
borrowed
from
Martin
Marietta
Co., the
same U.S.
defense
contractor
that produces
high-tech
battle simulators for
military use.

The polygon technology used in Desert Tank produces some of the most visually stunning graphics seen since Sega's Daytona game. The graphics transport



You will receive instructions before each mission as to your primary target.

the player into a kind of virtual battlefield where literally anything is possible.

The story behind the game is a simple one: a computer has been programmed by some madman to launch a nuclear attack on many of the world's cities. It is up to you to penetrate the computer's defenses and save the world. It sounds a lot easier than it actually is! Along the way, you'll encounter heavy opposition from the

enemy.

vival are mission time and armor strength.

Mission time is the amount of time that you are given to complete your assignment.

Two factors criti-

cal to your sur-

Armor strength gauges your



Enemy fire including deadly anti-tank rockets will go screaming overhead.

tank's ability to take an enemy hit. Every time you get hit or run over a mine, your armor strength goes down.

Desert Tank has four different viewing modes. For example, you can view the action on the battlefield from above your tank or from behind your tank. This feature is also included in Sega's other "Virtual" games like Virtua Racing and Wing War.

This is all fine and dandy, but how does the game play? Well, it plays like the other "Virtual" titles from Sega—very good! The graphics are extremely smooth and are quite intense. The missions, while lengthy, are not overdone. Plus, the sounds blend well with the action on-screen.

Sega is no doubt becoming the industry leader in these "Virtual" games. With titles like Desert Tank, it is really easy to see why. Give this sucker a few tokens and get ready for action!



Picking from four viewing perspectives enables you to see all of the action!



With all these options, you not only play the game, you help design it.

SOUPED-UP CARS.

וו גיפיווי עוובווו גיפוו PENGUINS AND A BLIMP?



Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery One wrong turn and you'll be part of it.

And ten tracks. And six driving views. And your choice of weather conditions. The options are

endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics.

Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.





SUPER SATURDAY NIGHT SLAM MASTERS By Capcom



Unlike its predecessor, Super SNSM is a two-player fighting game like SF2.

Following the success of their hit wrestling game Saturday Night Slam Masters, Capcom will be bringing us a sequel called Super Saturday Night Slam Masters. Although the name is similar to the original, this update appears to be a somewhat radical

departure from the first.
One reported difference
is the game's overall
format. Super
SNSM is supposedly a one-on-one
fighting game much
like the Street
Fighter series. Each
player is pitted
against an opponent
who is either controlled
by the computer or
another player.

Super SNSM features new stages for different characters.



The moves are all extremely cool. Wait until you see the awesome animation!



This deadly fighter can project a group of venomous serpents from his head!

Instead of taking place in only one ring, each stage is new and bordering on the exotic. Some of the backgrounds are just spectacular!

Making their first appearance in a game are four new characters who will give this version a fresh, new look

and feel. One character is a shrouded ghoul who can project long snakes from his hooded head. It's a devastating attack to witness.

Another character is a masked fighter named Astro who can conduct an energy field around his body to incapacitate his foes. An army fighter and a mysterious long-legged combatant round out the list of new additions.

Super Saturday Night Slam Masters is sure to be an enormous title!



New backgrounds have been added to give Super SNSM a new look and feel.



You can take on a friend or tackle the computer. Either way, it's a great fight!



The moves are among the most inventive of any fighting game yet.



Astro can conduct energy like a living circuit to short out the competition.

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Our games go to 11!

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VIRTUA FIGHTER 2 By Sega

A lot of detail has been added to the graphics of Sega's new Virtua Fighter 2.

The action is just as hot and heavy as it was with the first Virtua Fighter.



PLAYER SELECT

There are new characters to learn, so get ready to dish out some coinage!

This month's Arcade Action should have been entitled "Fun with Polygons." Sega is going to unleash Virtua Fighter 2 upon the unsuspecting population (although, because you read EGM, you're not really unsuspecting) sometime around Christmas. Because the first Virtua Fighter was such a success, it is no big shock that a sequel came out.

Virtua Fighter 2 is a bigger, better version of its predecessor. Virtua Fighter 2 sports dramatically improved graphics, which blow VF 1 out of the proverbial water! Everything is graphically better, the characters sport greater facial features, and the back-

grounds are much more detailed than they were in the first version. The differences are quite striking, as you can see



Akira and Shun (a new character) get ready to duke it out in the Virtual ring.



You won't believe your eyes when you see this game in action! Take it from us, you'll be absolutely amazed!

from the pictures on this page! The animated fight sequences flow even more smoothly than the first Virtua Fighter. (Believe it or not!) Talk about your high-powered graphics processors!

In addition, there are even some new characters in Virtua 2 for you to play around with! Oh yeah, remember those cool revolving camera-type replay shots? They may still be included in VF 2 for added realism.

All in all, VF 2 is actually a whole new game. The extra graphic detailing, new characters, improved background texture mapping, and other

enhancements yet to be announced will make this a game to be reckoned with in the already-flooded fighting game arena. HIYA, Sega!



You still get treated to those awesome "revolving camera" cinema replays!



Defeat your opponents using some well placed kicks, punches, and throws.





JUST A REMINDER:

PRELL

THE MAYAN ADVENTURE



Septore mauntes Mayon rules

Panic is a human reaction. It's natural to panic when you're swinging from a vine above a crocodile pit Crocodiles feed on panic. They can smell it

So you tell yourself not to panic. But it's too late. By then it's over. • Pitfall is the vine

swinging adventure
that pits you against
the evil of the Mayon
jungle, Jaguars.
Snakes, Rats, Hawks,
Quicksand, Evil Mayan
spirits, What's your



2000 Frames of

arsenal? A slingshot. A boomerang. Exploding stones. And, the head on your



Take a tide on a

shoulders. • It's the legendary Pitfall, back with eye popping graphics and a pulse pounding, jungle sound track. Run, swing, skate and bungee through

mcredible, nerve wracking worlds in the jungle adventure that started

it all. Pitfall: The Mayon Adventure. No, winning isn't everything. But losing bites!



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21 GAMES PREVIEWED!!!

G Gundam, Dragon Quest VI, Mobile Warrior Gundam, Double Dragon, Bowcaiser, Dezaemon, Great Battle IV, Vajra 2, Ghost Rush, Battle Soccer 2, Nontan's Puzzle, Harapeko Bakka, Puzzle Dama, Sugoro Quest ++, Super Castles, Tama, Race Drivin', Myst, Super Tetris III, Mickey Tokyo Disneyland Adventure, Lupin the Third.

NEVS

The game format wars are really starting to heat up in Japan. The latest super systems, namely Saturn and PlayStation, look like they are going to go head-to-head very soon. Already, whole slews of new games are being previewed on an almost daily basis. The Mega Drive, however, seems almost forgotten in the rush of next-generation machines, while the Super Famicom is reigning supreme in the 16-Bit market.

This month I've managed to dig up some of the latest games. The LaserActive is still going strong with Ghost Rush and Vajra 2. These two really look good, and show off what the system can do. The Neo•Geo CD is doing rather well, with yet another licensee signing up. This time it's Technos Japan, who is offering Double Dragon and a new fighting game called Gowcaiser. We've got Myst, Tama, and Hard Drivin' for the Saturn, and in the International Fact File section is Toshinden, Takara's answer to Virtua Fighter for the PlayStation. We'll also preview the awesome arcade hit Ridge Racer. Let's not forget OB Club, a hot new golf sim by Masaya.

Well, that's what I've managed to dig up. Until EGM², take it easy.



Bandai of Japan

G Gundam

Super Famicom Fighting

2

January '95 ¥9,8

¥9,800

The long-running Gundam series of super-robot animes is being readied as a brutal, heavy-metal fighting game!

In the distant future, wars have been abolished by the colonial powers. In their place, one-on-one gladiator-style battles between customized Gundam mobile fighters are used to determine which colony gets to rule.

The game perfectly captures the anime's look of wild robot battles. For example, as the battles progress, the robots become increasingly dented and damaged—no repair work on armor is allowed between rounds. So even if they look factory fresh at the start of a match, a fight that goes the distance of three rounds could leave the robots entirely bereft of protective armor.

There are 10 robots in all. However, in the One-Player Mode, the player can only use one of five robots including Shining Gundam, the entry from Neo Japan. Just perfect for anime fans.



The Dragon mech is powerful, but the Shining Gundam is stronger.





In locales around the colonies you will engage in fierce combat.



Each power suit has its own weapons, like the beam sabers of Shining.



In the fight for the colonies, you will face nine other mechs.

Some People Couldn't Wait For Our New Dual Compatible Arcade Pro Joystick To Hit The Stores!

We're not surprised. Some people will do anything to win on Sega Genesis™ and Super Nintendo®. And The Arcade Pro definitely gives you the winning advantage vou need.

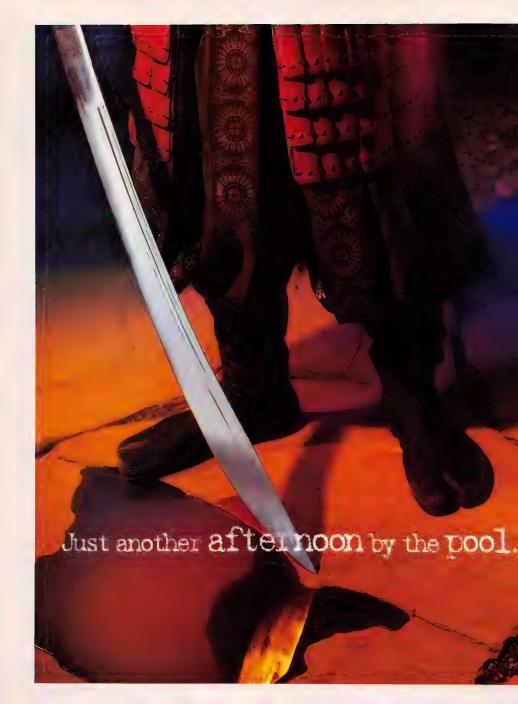
Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

And we know how important power is That's why we included Independent Turbo and Hands-Free Auto Fire for all six buttons. Blow away the competition and then use Slow Motion to plan your next attack.

The Arcade Pro is available everywhere cool video game accessories are sold. So you don't have to turn to a life of crime to win. Just spend a little dough, get this stick, and kick some butt on Sega Genesis and Super Nintendo.

Play With an Attitude!





Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. Samurai Shodown on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd SUCK. And yeah, we suppose we could've even caved in and lost some of that freakin' arterial spray. But hey. We broke a few rules. So sue us! And hack to your little heart's content. But be careful. With 32-bits, you could poke an eye out. If you're lucky.



Choose from 12 lethal characters to kick your friends' butts with: from the deprayed Genan Shiranui to heraic Hanza Hatteri and Jubei Yagyu. Sweeties, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your opponents with those special moves — like Kyoshiro's Kabuki Crunch Dance and Genan's Slaughter House Tumble, It's pure poetry. Pure butchery.









Bandai of Japan

Mobile Warrior Gundam

Super Famicom

Unknown Release

War Sim



RX-78 Gundam and its ace pilot Amuro Ray, who kicked off the longrunning Gundam anime series 15 years ago, return to do battle again!

This innovative game fuses the strategy of a war simulation with the engrossing story of an RPG. You must pilot RX-78 in missions straight from the original TV series in tough confrontations against a rebel force of combat mechs. Like war simulations. robot units take turns moving and engaging in combat. Each robot is given a certain amount of energy at the beginning of each turn. The player can use all of the energy merely to move the unit, use it for launching an attack, or a combination of both. (For example, it's possible to set up an ambush in one turn. Then on the next turn, hammer the enemy and draw back before the foe can release a counterstrike.)

Gundam fans should check this cart out, especially because it brings back Amuro Ray.



Use your Gundam and Gun Cannons against the enemy Zaks.



Each location is based on an event that actually occurred in the series.

Enix of Japan

Dragon Quest VI

Super Famicom RPG



Unknown Release Unknown Price

Enix has finally unveiled the highly anticipated sequel to the humongous RPG series that boasts sales of over 12 million units in Japan alone, (The original DQ ignited Japan's fixation with RPGs back in 1986. The series has been translated into English as the Dragon Warrior series but has not achieved the same level of success.) Like the preceding installments, DQVI is designed and written by Yuji Horii with character designs by Akira Toriyama (Dragon Ball) and music by Kouichi Sugiyama.

Enix has given out few details about the story, although there are speculations that DQVI will be the final chapter in the Heavens series that started out with the 8-Bit DQIV. Graphically, the game looks much better than the multiplatinum SFC DQV which was criticized for looking decidedly 8-Bit. Even better, the fighting scenes have been bolstered with detailed animations of monster attacks. Torivama fans should really be pleased with this game. Hopefully Enix will bring this RPG out in the States.



Dragon Quest VI is rumored to be the grand finale in the Heavens series.



Travel from town to town, searching for clues and gathering allies.



高色的热度 [

The fighting scenes of Dragon Quest VI have been totally redone, with all new character animations for the enemies. (And yes, those annoying slimes are back...) Each attack has its own frames making this cart totally realistic. You can tell from these pics that this cart is a vast improvement over DQV, which was a little bit too close to the NES and Famicom versions.

Even the buildings and towns have more detail. Look at all of the items on the bookshelf, and all the types of furniture.

Dragon Quest VI is going to be one of the hottest Super Famicom games this year, and it's expected to sell plenty of carts. With vastly improved graphics over the previous games and great sound, this is one to really look forward to.



Attitude

Push It To The Edge - Have More Fun!

Handy Gear

Now you can bring your Game Gear™ to new heights and new places Handy Gear™ features a shock and water

resistant play-in case that protects your system from all kinds of bumps and spills, and a powerful screen magnifier and adjustable glare reducer to enhance your game play. There's even storage space for an extra game cart!

Take your Game Boy® to extremes with this ultimate accessory. You'll get fast-paced, arcade action, stereo speakers, 150%

screen magnification, powerful lights, joystick control, enlarged fire buttons, and a convenient fold-up design for real portability. Game Boy will never be the same!



Push Your Portable To The Edge

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Play with an attitude



Technos Janan

Gowcaiser

Neo•Geo Fighting



Unknown Release Unknown Price

For its Neo*Geo debut, Technos Japan is preparing this massive 162-Meg fighting game. The story behind this game is a bit twisted—it's about a high school for superbeings with shape-shifting powers (except for a robot) who are conducting a no-holdsbarred fighting tournament to determine who will get control of the student body.

All of the characters in this game have been designed by Masami Ohban, the artist who designed all the characters in the Fatal Fury anime series and is the director of the Fatal Fury anime movie.

With plenty of raunchy power moves and special techniques, Gowcaiser



should become a worthy member in the Neo's illustrious roster.



There are 10 warriors you can use. Mastering them all is difficult.



Gowcaiser has all the intensity you've come to expect from Neo fighting games

Technos Japan

Double Dragon

Neo-Geo Fighting



Unknown Release Unknown Price

Billy and Jimmy Lee are back yet again for seriously over-the-top chopsocky, this time dueling in SF2 style. The brothers bring their brand of maximum violence to the Neo-Geo for the first time and they are pumped and ready! They had better be, as they'll be facing intense competition from a motley crew of vicious foes who want to depose the siblings in this big, 144-Meg brawler.

This game also marks the official debut of Technos Japan as a Neo licensee. Like all other Neo titles, it will make its debut at arcades followed by the home version in several months. It's not certain whether or not a cartridge version will be released, or if Technos Japan will go directly to CD-ROM for the Neo CD system which sold out immediately in Japan upon its launch in September. Neo fighting fans have never had it so good.



That vicious brute Abobo returns to deal out new forms of punishment.



The dark flavor of the Double Dragon series has been retained here.



Tired of being a victim, Marion now has fighting skills all her own.

Athena of Japan

Dezaemon

Super Famicom Shooter



September

¥12,900

If you've ever wanted to be a game designer, here's your chance. In this one cart you'll find everything you need for putting together your very own vertical-scrolling shooter from Galaxian to Raiden. You can do everything: design your own fighter, enemy crafts (from slime-level cannon fodder to mid-Bosses and even huge stage Bosses). enemy shots, barriers, explosions. power items, and backgrounds. Once all these have been designed, place them on the playing field and define their dynamic behavior. You can also create your own opening Title Screen complete with Mode 7 fireworks and your own music!

For hints on how to make your own Robo Aleste, there is even a preprogrammed shooting game that's a serious howl. Look for a Fact File on this awesome, innovative game in a future EGM. This one's a great idea.



You have the chance to design the enemies in this cart!



You even get to make your own music in this truly innovative cart.



GET OUT OF THE PITS AND RACE IT!



Scared the competition into the pits? Whip around the track solo for stiff action against the computer.



Split screen view shows your also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



An on screen readout shows you how to win.

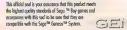


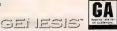












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Banpresto of Japan

The Great Battle IV

Super Famicom	
Action	ı



December

¥9,600

The latest installment in Banpresto's popular Great Battle series brings together Rider ZO (fresh from his movie appearance), Ultraman Powered (from Hollywood), and V2 Gundam (from the recently ended V Gundam anime series) to join forces with Roa, the original Banpresto hero. Will these heroes be able to stop the bad guys before it's too late?

Like the earlier games, GB4 is essentially a side-scrolling action game in which the heroes must defeat a powerful army of oppressors. You can go solo or as a duo with a fellow resistance fighter in cartoonish action. It's possible to switch characters on the fly as you'll need the special abilities of different heroes to get by certain traps and enemies. At the end of each stage, the heroes must even pilot a huge robot to engage in hand-to-hand combat against enemy mechs. This should be a holiday favorite among Japanese gamers.



Two players can fight against the forces of evil in Great Battle IV.



The Super Deformers use giant mechs in some of the special scenes!

Pioneer of Japan

Vaira 2

Shooting LD-ROM²

October Unknown Price

Here's the sequel to the hot, robot shooter that helped launch the LaserActive system. Like the original Vajra, the sequel mixes high-grade computer graphics with PC Engine sprites for great results. Your job is to pilot Vajra, a high-speed, flying robot. Your mission is to destroy an ancient evil that has assumed the shape of a huge tree. As you fly around inside the tree, you'll come across haunting creatures that'll attack you relentlessly.

There are two game modes. In the standard 3-D-view Shooting Mode, you must move the target cursor and blast enemies out of the sky. The High-Speed Mode requires you to wait for enemies to fly into your crosshairs before you can obliterate them in spectacular fashion. Needless to say, you need nerves of steel to survive this one. Both modes offer lots of challenges as you progress throughout the



Fire yourself down into the dangerous depths of an ancient tree.

depths of the evil tree.

If you thought the first game was intense, this one will more than surpass your expectations. Check it out! LaserActive players will love it.



Just like the first game, there are lots of great, computerized graphics.

Pioneer of Japan Ghost Rush

Mega-LD RPG



October

Unknown Price

A stately mansion owned by a distinguished researcher of the occult has been taken over by beings of the netherworld who have found a portal to the real world. But rather than being frightened away by the strange goingson, adventurous people flock to the haunted mansion in hopes of catching wayward souls and spirits in order to sell them to chost collectors.

Join the ranks of supernatural poaches and capture hapless denizens of darkness for fun and profit. If you are extremely resourceful and lucky, you may even discover what the mysterious owner of the mansion was up to before his strange disappearance. But it won't be easy—every time you leave the premises, the mansion undergoes transformations that completely alter the floor plan. Spooky, but it's a way to make a living. Just the thing to liven up your LaserActive.



Within the gloom of this haunted manor lie a number of ghosts to capture.



All sorts of strange creatures are in the haunted house. Capture them!



As you work your way inward, the house will bring up more monsters.

IT'S HUNGRY. IT'S ALIEN. AND IT'S IN YOUR HEAD.





Based upon the fantastic artwork of H.R. GIGER

SEGACDTM VIC TOKAI INC. 22904 Lockness Ave, Torrance, CA 90501





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Magic of Japan Harapeko Bakka

Super Famicom **Puzzie**



October

Here's a decidedly strange puzzle game. You control a Bakka, a nonetoo-bright dinosaur, who waddles around laying eggs on a 9 x 9 playing field. The object is to go against the computer, or a human opponent, filling up the playing field with as many of your own Bakka eggs as possible within a set time. Using a multitap, up to four players can join in for a hilarious session of egg laying and swallowing. Strange, but fun to play!



Bangresto of Japan

Battle Soccer 2

Super Famicom Sports



November The heroes and villains that starred

in the Ultraman, Kamen Rider, and Gundam series of live-action and anime shows drop their differences for friendly matches on the soccer field (or do they?)

In essence, there are six distinct groups of characters, the Ultraman squad (including all the U-Man family). the U-Man monsters, the Kamen Rider Heroes, Rider villains, Gundam heroes, and Gundam enemy mechs. Besides these six basic teams, there are many permutations of the teams, mixing the good and bad guys according to their abilities like speed, power, and defensive capabilities.

Most characters have supershots that really add to the excitement of the world's most popular sport. For sports fans who want a taste of something different, Battle Soccer 2 will give you some real thrills.



In this picture the Kamen Rider takes on Ultraman, Will he score?



The matches will take place on a number of different playing fields.

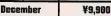


This is probably the first soccer game that's set in outer space.



Technos Japan Sugoro Quest ++

Super Famicom **Board Game**



Technos welded together the unlikely game genres of RPG and Steeplechase to come up with this game. Up to four players can join in using a multi-tap. Before starting a game, you have to set the conditions to finish a session, such as time, the number of quests completed, or total money collected. At event squares you'll encounter many RPG situations including being asked to go on quests, fight monsters, or explore dungeons. Your fate is in the dice.



Konami of Japan **Puzzle Dama**

Super Famicom

Puzzie November



Konami's porting this game over to the Super Famicom not much more than half a year after it first hit the arcades in Japan. The game is a mix of Columns and Puyo Puyo. Just line up colored teddy bear heads in rows or columns of three to eliminate them. By setting off chain reactions, you can send playing pieces contained in boxes to your opponent. These won't disappear easily-you have to make the regular pieces beside them disappear to get rid of the boxes.

The SFC version uses characters from Tsuyoshi, a popular TV anime series. The PlayStation version that is in development will feature characters from the cute and colorful Twinbee shooters. It seems that no matter what system you own, you'll be able to have intense, mind-maddening action. Puzzle Dama looks like it'll be as addictive as the almighty Tetris.



Puzzle Dama has little cinematic displays to show who is winning.



Puzzle Dama was a hit in the arcades, and now it's going to the home market.



If you enjoy puzzlers, many of them can be found in the Japanese market.





Sunsoft of Japan

Myst

Saturn Adventure

SEGNATURN

December Unknown Price

The Macintosh adventure game from Cyan is being prepared by Sunsoft for the Saturn. You play as a traveler who has been transported to a weird and wondrous world called Myst where you must solve many intriguing puzzles by relying on your wits. At first, you are given very few clues as to how you should escape, but as you progress you will slowly become aware of a sinister presence plotting the destruction of this strangely tranquil world. Be very watchful and alert, failing to notice vital signs could lead to a nightmarish end of a world far removed from your own reality. Check this game out, and see what CD-ROM players have been talk-



ing about.
Myst will
draw you
into its nearly infinite
worlds.



Each place in Myst opens up the way to another world to explore.



Flip all of the switches around the fountain and see what happens.

Tengen of Japan

Race Drivin'

Saturn

SEGNATURN

November Unknown Price

Tengen has finally revealed pics of Race Drivin', the arcade-polygon race game made by Atari. (Curiously, Tengen's first-ever Mega Drive game was Hard Drivin', the polygon racer that preceded RD.) Everything is shown in a first-person perspective straight out the windshield of your car. Although Tengen has made certain graphic improvements such as the use of texture mapping, in most regards this remains faithful to the classic arcade racer. Don't worry, the instant replay is still there.

It does look antiquated compared to the new generation of arcade racers like Daytona and Ridge Racer, but this is still a very decent simulator and should be worth a look. This is also in preparation for the PlayStation.

So, if you've enjoyed the coin-op or just want some thrills on a really twisted track, you'll enjoy Race Drivin'.



You won't find tracks like these anywhere else. Check out those loops.



You will even get to hit a cow or two if you wish. That's always fun.



Barnstorming is best left to the experts.

Don't try this at home, folks.

Tengen of Japan

Tama

Saturn

SEGA ATURN

November

Unknown Price

Tengen became the first Saturn licensee to actually show pictures of a game for the hotly tipped dual 32-Bit system. Tama, which means "ball" in Japanese, is a game sort of like Atari's classic (and madly infuriating) Marble Madness. Unlike MM in which you controlled the ball, Tama requires you to control the playing field to guide the ball to safety. You do this by tilting the playing field as needed to get the ball rolling. It's in accordance to the laws of gravity, so precision and delicacy are absolutely essential. Using the Saturn's scaling, rotation, and other graphic effects, you can check out the playing field before you commit yourself to a nerve-wracking game of pure concentration.

Tengen is also preparing a version for Sony's PlayStation, so owners of both systems will be able to enjoy this fantastic puzzler.



Like the old Labyrinth games, you must manipulate the board to move the ball.





Each board has its own unique challenges. Keep things steady.





Use all the right moves and score big in the Carnival O'Luv!



Nail the drop targets to trigger lackpot-o-rama!



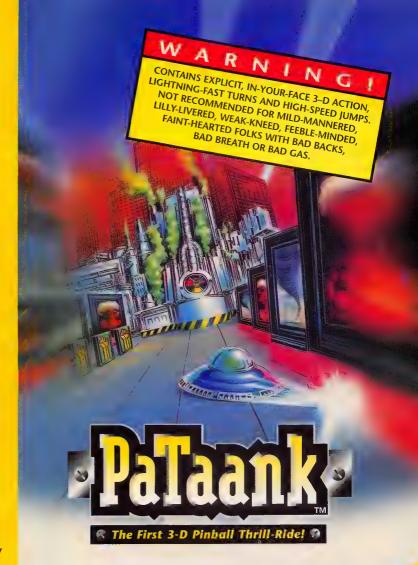
to the next in the tri-level Meta Game.



Rocket up the ramp and plast into Disaster Central.

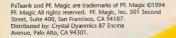
LEFT BRAIN FACTS

It's the first totally unique, high-tech 3-D pinball thrill-ride that challenges your strategy skills as well as your reflexes. The first person point-of-view takes you where no pinball game has taken you before—inside!



RIGHT BRAIN SIZZLE

Explode into a sensory-saturating world of brilliant color and intense live-action video images. Frenetic music and kinetic action propel you through a one-of-a-kind gaming experience you have to feel to believe.







TITILITINA WALESTANDOM TOTAL

Tomy of Japan

Mickey's Tokyo Disneyland Adven.

Super Famicom Action



December

¥9,800

Mickey's off and running around in Tokyo Disneyland. He has to hit all the attractions at the park, including Pirates of the Caribbean and Splash Mountain, to gather up his friends so they can put on a show for the eager visitors. Unfortunately, Pete and his dippy minions are out to sabotage Mickey!

Our cartoon hero can only rely upon his collection of balloons. For example, he has water balloons as weapons and others to use as trampolines!



Travel through the Pirates of the Caribbean ride while fighting pirates.



Use your balloons wisely, and you'll be able to open up the park.



Bullet-Proof Software of Japan

Super Tetris III

Super Famicom Puzzle



Unknown Release

Unknown Price

Tetris? Yes please! The classic that ignited the craze of gravity-driven puzzle games is back and bigger than ever. This time out BPS has added two brand-new modes called Magicalis and Sparklis. In Magicalis, the object is very much like Tetris, but with a strange twist. By rotating the pieces, they change color to red, blue, or green. There are also silver blocks that won't let complete lines disappear. You have to assemble a whole line of same-color blocks before these silver blocks can be changed into normal blocks. This really adds to the brain strain of the reflex-heavy original. Sparklis is similar to Bombliss, but uses electricity to zap blocks out of existence.

Of course, the original Tetris is also included for purists. There's also a four-player mode that should be insanely great. Hopefully this intense game will be brought to the States.



A brain-straining four-player mode is possible in this version!

SUPER TETRIS



The two new modes of play give Tetris fans more puzzling action.

Epoch of Japan

Lupin the Third

Super Famicom Action



December ¥9,800

The lanky, long-legged hero from the manga by Monkey Punch breaks out for his Super Famicom debut. The suave and sophisticated thief is after a treasure that was whispered of only in legend, with help from his trusted friends (and hindrance from tenacious foes) who grace the anime and pages of the popular manga.

True to the original, Lupin is armed with his Walther P38 handgun, but at times he'll have to rely on bare knuckles to get by. Depending on how Lupin fares at certain points in the game, the routes and ending can be entirely different each time you play.

To get the looks of the game just right, the director of the anime series was enlisted. Fans of the anime won't be disappointed, especially with the cool cinemas which are drawn to perfection. Will Lupin be able to swipe the fabled treasure?



Use your trusty Walther P38 to blast the bad guys out of your way.



Lupin is a sly and inventive thief who'll do whatever it takes to get rich.



Cinemas send you right into the story line. It changes each time.

BAILEGRES AGION







lively distributed in North America by TIME WARNER

INTERACTIVE

CORE DESIGN, INC. 2737 POLK STREET SUITE 3 SAN FRANCISCO CA 94109

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to be sure that they are patible with the SEGA SYSTEM.



idge Racer heated up the arcades, and now it is almost ready for launch on what may become one of the most popular systems around: the PlayStation. Using almost the same incredible graphics of the arcade coin-op, this version will blow you away. This cart really shows off the

PlayStation's capabilities, making it clear that this is one system that won't sit still. Ridge Racer plays like your average driving cart, complete with shift-



ing, braking, and accelerating, but the PlayStation takes it to new heights. If you've got a hunger to drive muscle cars down a long stretch of road, Ridge Racer will squeal your tires.





L L TOO

RIDGE RACER

OF PLAYERS AMCO OF JAPA

CD-ROW



This game is translated with such attention to detail that it puts the 16-Bit racers to shame.

We'll have to wait some time before we'll be able to see some PlayStation games over here.

The look of all the angry arcade owners who will lose business to the home platforms.



Tolera Commence the limit with the me at ul-wrenching Cont. 10 tome ever. Contro lie d corps. The But bring a frie su'll need someone to scro ou off the walls. As a Contra ember, you're mankind The state of the s ies of the Alien War. that stands in your way at andreds of mutant cybore sent on turning you inhopped liver. Pick any one selite commandos and batte our way through a revers or oun and doom. Each path you choose leaves to a feeding 100 mg/s lower is strong enough 10 nelt your cornects. Reducnom to scrap metal, only oce the most fearsome collecon of bloodthirsty bosse ommy before level 2. lc to Konami®'s Contra Har forps. But, before you do ave behind your dente scords. It may be o identifi KONAMI



WEST



In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just Won't shut up. Lethal Enforcers™ II: Gun Fighters». It's all the



For true lead spewing fun, go out and lasso The Justifier. TM

gun blazin' action of the smash hit arcade game, fired up for your SEGA ** Genesis** and SEGA CD."

Blast your way through five lightning fast levels. Aim for th heart to drop scum in thei tracks. Draw your six shoote and serve up some hot lead t ruthless bank robbers. Gra

your Gatling gun and flush out a gang o grubby bandites.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



OUNG MAN, WHILLIAM MOVIS



skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy,



IP 000000 CREDIT 2P 000000

Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause You'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs



those crusty varmints are a throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them

will cost you.

Let the bullets fly
and the bodies fall in
Konami⁹'s Lethal Enforcers
II: Gun Fighters. One false
move and the buzzards
won't be goin' hungry
tonight.







he's not but So you'll just have to find yourself in Konamis's The Adventures Balman" and Robin blockbuster for your the un rid of G City and as le the Knight's archenemie through 8 Each based on actua adventures animated TV server on Batman's utility nd choose his weap ly. Cause you'll need mo, han fast fists to make it to the next crime scene alive

Only Alfred knows for 5Ure.

The second of th







NOT YOUR PRIENDS. NOT YOUR FAMILY NO ONE IMMEDIATELY.
ALL ABLE-BODIED CITIZENS ARE
URGED TO ASSIST THE JUNKER
FÖRGE IR STOPPING THE SNATCHER
TAKEOVER A SNATCHER CAN TAKE THE FORM OF ALMOST ANYONE

WATCH YOUR NEIGHBORS CAREFULLY. STUDY THEIR MOVEMENTS, SEEK OUT THE ENEMY, USING HIGHLY DEVELOPED DETECTIVE SKILLS. SUPER COMPUTERS AND SOPHISTICATED ROBOTS.



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INTENSITY

The fighters use weapons in battle





Each scene looks like it's from a movie.





Toshinden uses all sorts of camera shots to give each battle a dramatic touch. With graphics like this, we can only say, "Wow."



Toshinden uses its polygons to good effect. They rotate and scale to give the player the sensation of a real oneon-one battle.





akara has finally admitted that they are developing the mystery 3-D fighting game for Sony's PlayStation as reported in EGMP #3. The game is called Toshinden, which translates roughly to the Legend Battle Gods, and it really rocks! We got to check out a version that was just 30 percent complete, but even that was more than enough to get us

Obviously, Toshinden shares similarities with Sega's Virtua Fighter. For example, all the fighters and their battle stages are composed of 3-D polygons. The vantage point can be smoothly rotated any brawls. Unlike VF, all the fighters will be equipped with some sort of weapon, such as a sword, whip, or club. The fighters

responded well to key commands, and the moves were smooth and

only had four characters, but Takara stated that at least four more would be on the way. If these graphics look a little blocky to you, it's because not all the polygons have been finished. Right now each character has 800-900 polygons, but they are supposed to have just under 1000 in the

This is just one of the many cool games for the PlayStation. Its future looks very bright.

Our version wasn't done yet. It's supposed to be ready for the PlayStation's launch, though.

Fighting women with whips isn't my idea of fun. I get enough abuse from the women around the office.

finished version. Look for more on this awesome fighting game in a future issue of EGM.

TOSHINDER

TOSHINDEN

OF PLAYERS UNKNOWN

UNKNOWN







There are a number of courses to choose. The great outdoors is pretty much the easiest one to be found.











you'll be in the winner's circle.





Enthusiastic players will love the diverse courses!







OB PRESE

FACT FILE

OB CLUB

MANUFACTURER Wasaya of Japan # OF PLAYERS
1 TO 4

DISSIBILITY MODERATE

OCTOBER

ARTRIDGE SIZE 8 MEG

NUMBER OF LEVEL N/A

SPORTS

% COMPLET

D.B. CLIIB

B. Club is a cool, new golf game by Masaya of Japan. Unlike the bland, old. usual golf simulations, this one goes for the fun approach. Choose your player and the course. There are all kinds of courses to play on, such as ancient ruins, a land of toys, or even in outer space! O.B. Club forces you to use a lot

of strategy. Getting a hole in one is almost impossible!

Another new feature is the ability to have four players hacking it out at once. With different hazards on each course, you're sure to have a wild time. If you want a sports game that's really a great time, try O.B. Club.

EME COOD

Unlike most golf sims, this one isn't boring. It's a lot like miniature golf with lots of fun courses.

THE BAD

Most of the golf games that are released in America lack personality.

ME UDLY

What could possibly be nasty in a golf game? I can't think of a darn thing.







They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



yond The Hype

Talking The Big Numbers

where

vou're at right now.

Both 3DO and Atari aspired to create the ultimate highend video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems-\$250 for the lag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

Advertisement

that 3DO and Jaguar represent the next level any more than the slowselling Sega CD. As for Sega's 32X adapter, how many games do vou suppose will be made for a tacked-CYBERMORPH/ATARI on system with a lifeexpectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener



SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to

up: Write you had Fricks of the Trade 1920 Highland Ave, Swite Lombard, IL 60148

Check into the ongoing sage of Trickman Terry for details or get a Little Toasty fatality in the chops!

TERRY'S BACK TO HIS OLD TRICKS AGAIN!

Things don't seem to be going too well for the Trickmeister, After being such a good boy for so long, the Trickman ended up getting another speeding ticket this month. That's another 75 bucks down the tubes, which he doesn't have! On top of that, Tina got into an accident with her company's vehicle (no one was hurt) and is now trying to find new work. The stress of these fiascos have gotten Trickman Terry down in the dumps. His loyal readers need to cheer him up by sending their new tricks to: Tricks of the Trade, Sendai. 1920 Highland Ave. Suite 222, Lombard, Illinois 60148.

If your tantalizing trick makes Terry put on a happy face and dance around the office in his underwear, you will get your name in the Electronic Gaming Monthly's Tricks of the Trade section to show all of your friends and you will also receive another goodie a free game for the system* of your choice! Please see the details below on the allowable systems.

The Way of the Warrior

300

Universal Interactive

Boss Codes and Psuchedelic Stage

To make the codes for the Bosses and the new stage work, enter the correct codes on the Start-up Menu Screen.



These codes will get you to the Bosses of the game and let you access a new stage! Go to the Start-up Menu and access the Names Option. For Kull the Despoiler, enter: A GAVIN JUN 11 1970, For High Abbot, enter: J RUBIN JAN 6 1970. On the Player Selection Screen go to the bottom past Crimson Glory to find the Bosses. To access the psychedelic Caves stage, enter the code; PARANOID MAY 5 1975.

Mike Brennan; Kingston, PA



On the Start-up Menu, access Names to enter the codes.





Take one or two players and brawl with the Bosses!



The caves are psychedelic! Try to fight in this stage!

WIN AN AWESOME CONTROLLER FROM STD AND *EGI*M!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD, or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found. you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, EGM



Blackthorne

Super NES

Interplau

All Level Passwords

At the Title Screen, move down to password and press START to enter the code. This will take you to another section.



Here are all of the passwords for this great adventure game! Just move to the Password Option on the Title Screen, press START and enter the passwords.

Mine Level 2 - FBWC Mine Level 3 - QP7R Mine Level 4 - WJTV Tree Level 1 - RRYB Tree Level 2 - ZS9P



When the Title Screen appears, move to the Password Option.

Tree Level 3 - XJSN
Tree Level 4 - CGDM
Sand Level 1 - TJ1F
Sand Level 2 - GSG3
Sand Level 3 - BMHS
Sand Level 4 - Y4DJ
Castle Level 1 - HCKD
Castle Level 2 - NRLF
Castle Level 3 - BMHS
Castle Level 4 - MJXG
Castle Level 5 - K3CH



Press the START button and then enter your password.



The password will take you to a new section of the game!

Marine Report of the

Super Bomberman 2

Super NES Hudson Soft.

Cool Password

On Super Bomberman 2, go to the Password Screen and enter the code: 1111. This will give you some great weapons.



Here is a password found on Super Bomberman 2 that lets you start on the One-player Mode with six flames, six bombs, a glove, and a detonator. The password is:

1111

This will greatly help you defeat the bad guys and get further in the game!

Phillip Lui; Honolulu, HI



With this code, it will be easier to get through the game!

Breath Of Fire

Super NES

Square Soft

See Chun Li in the Game

In the town of Bleak, give the magician 100 GP. When he tells you to turn around, Say "No" twice and "Yes" on the third.



In the game, go to the town called Bleak and talk to the magician who does the illusions. First, give him 100 gold pieces. He will tell you to look behind you three times. Say "No" the first two times and then say "Yes" the third time. The screen will fade and you will see Chun Li doing her Lightning kicklyff Leong; North Conway, NH



Go into the town of Bleak and find the place of the magician.



He will say, "Look behind you." Say "No" twice and then "Yes."



He will tell you to see his magic. Pay him 100 GP.



When you turn around, you will see Chun Li doing her kick!

THEKY UF ME COUE

CHEAT SHEET

Tetris 2 Nintendo/Super NES Level Passwords Here are the codes start

Here are the codes starting at level 31 (1-30 can be accessed without codes) and going to 100:

LEVEL 31 - FT? **LEVEL 32 - N7? LEVEL 33 - 48N** LEVEL 34 - 8QN **LEVEL 35 - 48R LEVEL 36 - 8QR LEVEL 37 - 2F2 LEVEL 38 - XS2 LEVEL 39 - 2FK LEVEL 40 - XSK LEVEL 41 - S8N** LEVEL 42 - 0QN **LEVEL 43 - S8R** LEVEL 44 - OQR LEVEL 45 - QF2 LEVEL 46 - HS2 LEVEL 47 - QFK **LEVEL 48 - HSK LEVEL 49 - 4NQ LEVEL 50 - 80Q LEVEL 51 - 4NO LEVEL 52 - 800 LEVEL 53 - 2RV LEVEL 54 - X9V LEVEL 55 - 2R! LEVEL 56 - X9!** LEVEL 57 - SNO **LEVEL 58 - 00Q LEVEL 59 - SNO LEVEL 60 - 000 LEVEL 61 - QRV LEVEL 62 - H9V** LEVEL 63 - QR! **LEVEL 64 - H9! LEVEL 65 - T19 LEVEL 66 - 9V9 LEVEL 67 - T1M**

LEVEL 74 - CV9

LEVEL 68 - 9VM

LEVEL 69 - WZ5

LEVEL 70 - BL5

LEVEL 71 - WZ1

LEVEL 72 - BL1

LEVEL 73 - V19



3 times more moves than flat 2-D fighting games... like groveling, humiliation, spanking, decapitation, nut bustin, flying spit, and all the other stuff that makes life worth living.

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.







Better knock this guy stupid before he sucks your head up with that big olf hino but of his. After that, you'll have to flight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.

3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo.®





CHEAT SHEET

Tetris 2 Nintendo/Super NES Level Passwords (continued)

LEVEL 75 - V1M LEVEL 76 - CVM **LEVEL 77 - 525**

LEVEL 78 - ?L5 LEVEL 79 - 5Z1

LEVEL 80 - ?L1 LEVEL 81 - TW6

LEVEL 82 - 926 LEVEL 83 - TWZ

LEVEL 84 - 92Z LEVEL 85 - WK4

LEVEL 86 - B64

LEVEL 87 - WKP LEVEL 88 - B6P

LEVEL 89 - VW6 **LEVEL 90 - C26**

LEVEL 91 - VWZ

LEVEL 92 - C2Z

LEVEL 93 - 5K4

LEVEL 94 - ?64

LEVEL 95 - 5KP **LEVEL 96 - ?6P**

LEVEL 97 - JP7

LEVEL 98 - Z37

LEVEL 99 - JPH **LEVEL 100 - Z3H**

> Josef Jung Blue Jay, CA

Incredible Hulk U.S. Gold/Benesis

Here are some great

moves that were not included in the manual. Special Moves: Ceiling Smash = Grab enemy, then press UP + B Hulk Out Moves: Pile Driver = Grab enemy then press A + B. Jump Stomp: B then DOWN while in air Shoulder Charge: LEFT,

LEFT, C. LEFT (facing left).

Mortal Kombat II

Super NES

Acclaim

Cool Intro, Group Battle, Etc.

There are plenty of tricks described below that will make this game even more enjouable for everyone.



These tricks will make this game even better! As soon as you turn on the game, take controller one and press and hold the top L and R buttons. When the Acclaim logo appears, Shao Kahn will walk onto the screen with Kintaro and give you an awesome introduction! To get a four-player fight, go to the Title Screen and hold the top L and R buttons. Now, press START. You will get a screen with four characters on each side. Choose your characters, or you can press the SELECT button to randomly choose your characters on this screen. (You may only do this mode with two players.) To get a random select for your characters, just go to the Character Selection Screen and press UP and START at the same time. Once you do this, the computer will choose your character for you. You can do this for either one or two plavers.



Turn on the game and hold L and R to get this cool intro!



You'll get this screen! Choose your players, or press SELECT.



At this title, hold the top L and R buttons and press START.



Choose your characters and immediately hold DOWN and Y.





When the fight begins, it will say, "Throwing Disabled."



Have each player hold UP and START to do the next trick.



The computer will randomly select your characters for you!

Mortal Kembat II

Genesis

Acclaim

Random Select Characters

This trick can be done at the Character Selection Screen. Press UP and START simultaneously for a random selection.



To get a Random Select in the Genesis version of Mortal Kombat II, just do this method. Start the game and go to the Character Selection Screen that says, "Choose Your Fighter." Now, press



Go to the Character Selection Screen with one or two players.

UP and the START button simultaneously. The computer will then choose your character for you. You can do this trick with either one or two players. This will make the matches fair for both players.



Press UP and START to let the computer choose for you!





mow there's a place MORE VIOLENT than earth.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. # FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. 🦊 DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. # WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER SO SET YOUR COURSE, PACK YOUR OF JAGUAR. 4 KILLER INSTINCT, AND GO TO HELL.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.









CHEA SHEET

Zero Tolerance Accolade/Benesi:

Strategy Tips
These strategies from Accolade will help you.

through the game. - Player must pick up weapons off of dead ene-

mies immediately-otherwise the opportunity to get their ammunition goes away.

Do not pick up medi-packs unless you have at least 25 points on the Health Meter Wait until health is low then pick up a medi-pack

Hold onto grenades and then use only when you enter an area with many enemies (10 or more); the grenade has the power to kill many enemies at once unlike other weapons.

When entering a big room, beware of enemies on one side of the entry:

To alert all enemies, move in slowly

 Staying close to the wall. back out immediately, then you can kill all enemies as they move by the door

- If you are wearing a bullet proof vest and have collected a lot of medi-packs:

- Run through any crowds you approach to alert them. Run to a door or hallway and turn around. You will be in an excellent position to kill all approaching enemies

- Effective weapons to use are the flamethrower, pulse laser, shotgun, and laseraimed gun

- Don't just charge into a room; play it cool. Try the sneaking approach

Move in slowly, watching for enemies that might...

Dynamite Headdy

Genesis

Seda Stage Select

At the Title Screen, press START once. Now enter: C, A, LEFT, RIGHT, B. If you hear a sound, then the trick worked.



When the Title Screen appears, press START once. Leaving the cursor at Start Game, enter the code: C. A. LEFT, RIGHT, B. If you hear a sound, you've got it! Press START and you'll access the Stage Select! Just choose your level and stage. Then press START to play!



On the Title Screen, press the START button one time.



Choose you starting stage and you'll get the opening.



Enter the code and you will hear a sound. Stage Select!



You can start out on the last level and face the Boss!

Double Bragon V

Genesis

Williams Ent.

Two Extra Reserve Points

At the Menu Screen, enter: UP. C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT, A, B, C to gain two more reserve points.



Here is a special attributes code that will give you two extra reserve points for your character. To do this, go to the Menu Screen (Tournament, Vs. Battle, etc.). Enter this code with controller one: UP, C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT A, B,

Alex VanHeyde; Ocala, FL



Do the trick and you can get two more reserve points!

Megaman 5

Game Bou

Cancom

Power-Up Arm Weapon

After you die on a stage choose to continue. Do this two more times and you'll get a new weapon from Dr. Light.



After you die on a stage, the Game Over Screen will appear. Press button B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and contin-



In any stage, use up your lives to get the Game Over Screen.



At the third continue, it will change to Dr. Light's lab!

ue again on the same stage and he will give you another



On the Game Over Screen, press button B to continue.

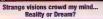


He'll give you a new power-up for your arm weapon!

Turbo Accelerator item for even faster fireball shooting!









This place seems to go on forever.

There must be a way out...



The door is locked! I can't get out! I quess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.



They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...



Zero Tolerance

Stratugy Tips (continued approach you from the side. Try doing small retreats occasionally to make sure no one is sneaking up on you.

- If you are attacked by two enemies at the same time, attack one with only one shot! He will be paralyzed for a second, then attack the other enemy. Repeat until both enemies are killed.

- Keep your eyes peeled for security cameras in the high-rise levels. If you don't knock out those cameras. the enemy will sound the alarm and send forces in great numbers to that location. Use the cameras to vour advantage:

Move up to the camera drop a couple of mines. then back off immediately. - The camera will set off the alarm.

The enemies will rush toward you and step on the mines and get killed.

When using mines, be sure to place them very carefully.

Don't retrace your steps, because you might end up blowing yourself up.

- Use the mines to give your pursuers a nasty surprise.

Bounce grenades off walls to maneuver them around corners without putting yourself in the enemies range of vision.

Walk behind patrolling sentries, keeping a safe distance:

- If you move in front or are too close, other...

(Continued on page 114)

John Madden Football

Electronic Arts

Big Players, See Plays, Etc.

You must first press the P button to pause the game. Then enter the codes below for various results.



Here are some cool tricks for John Madden Football for 3DO. You must first pause the game to make these codes work. To get very large players on your team. take the controller and press the top R button, A, and the P button (RAP), You'll hear the crowd cheer. To lift the black covers off the other team's play, press B, top L button, A, B (BLAB). You'll



To do all of these tricks, press the P button to pause.



Put in the code BLAB and you'll see the computer's play.

hear a grunting sound. To reset the game to its original state, press A, X button (AX).

of which a to the first war a marked grade profit the free on the first only at iner and by the start of the first file



Put in the code RAP for large players on your team.



To reset the game back to normal, just put in AX.

You'll hear a gunshot sound if the trick worked. Michael Tang: Monte Sereno, CA

Wild Guns

Super NES

Natsume

Stage Select

At the Select Plauer Screen. with the SELECT button pressed, enter A. A. A. A. B. B. B, B, A, B, A, B, A, B, A, B.



At the Select Player Screen, press and hold SELECT, While holding it. enter: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You'll hear a sound. Now, choose your character and press START. The Stage Select will appear. Pick your stage!



At the Title Screen, choose Game Start, Press START,



After choosing your character, this screen will appear!



On the Select Player Screen. hold SELECT and do the code.



Choose to shoot it out in any of the stages provided!

Fatal Furu Special

Super NES

Takara

Big Bear's Super Drop Kick

Press START to pause the game. Press and hold the A button. Unpause the game and



Now, you can do Big Bear's Super Drop Kick whenever you want! Just do this simple method. Pause the game by pressing START. Now, press and hold the Strong Kick button (button A is the default) for at least five seconds. Keeping the button pressed, unpause the game and release the button for a very powerful kick!



Pause and hold the Strong Kick button for a super kick!



This game's more than some three-hour tour!

magine a time when mighty navies controlled the seven seas, ruthless pirates searched for hidden treasures and scholars argued that the Earth was round. Now, picture yourself as a young explorer on a mission that

will carry you to the four corners of the globe.

Play the son of a Portuguese Duke out to discover the legendary land of Atlantis, a Spanish female navy lieutenant turned pirate, a British privateer commissioned by Henry VIII to destroy the Spanish Armada, an Italian adventurer in debt to his father or a Turkish orphan starting his own trading business.

Your adventure will take you to over 130 exotic destinations, ranging from Mozambique on Africa's coast to Macao in the South Pacific. Along the way, you will discover exotic monuments, long sought treasures and valuable merchandise to trade. As captain of your fleet, keep a careful eye on the horizon for pirates eager to steal your valued cargo or an enemy navy at war with the flag your ship flies. Once in port, remember to recruit mates, purchase new ships and gunnery, gather useful information and settle disputes with your enemies by challenging them to a duel.

Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, its always the skippers fault!



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Explore exotic ports for information and crew



As captain, give the order to cast off



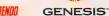
Brave the open seas or use the coastline as your guide

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Play one of six ambitious young heroes, each with their

Seek out more than 180 trea-

sures, including rare animals

Organize a powerful fleet with up to 25 different types of

and exotic monuments

While in port, explore the

guild, bank, fortune-teller

When in battle, challenge your

opponent to a duel aboard ship

and Round Earth Society

own scenario

historical ships

Sega Genesis tale pictured above not yet rated



CHEAT SHEET

Zero Tolerance Accolade/Genesis

Strategy Tips (continued) sentries will be alerted. When attacking sentries be sure you can kill them with the first shot. If not. they will alarm other sentries and surround you. Beware of dogs! They attack rapidly and can attack you from behind!

- You must enter the elevator or stairwell of a secured level to receive a password for that level:

Levels must be secured in sequence in order to get a password

If you dash down to another level before clearing the one you're on, you won't get a password, even if you clear the lower level.

- Sometimes you have to skip a level to get to a lower one, but there will be a way back up sooner or later.

If you enter the game using a password, all previous levels are emptied of equipment:

Collect all weapons and medi-packs before obtaining passwords.

Listen for the warning sound the enemy makes when they spot you:

-This will give you a chance to get them before they get

Learn to keep one eye on your radar screen and one eve on your front view:

It's the one that sneaks up on you that will do you in

If you really want to use your flamethrower's limited ammo supply efficiently, get a bunch of enemies chasing you down a corridor.

(Look for more Zero Tolerance strategy tips next month!)

Mightu Morphin Power Rangers

Super NES

Bandai

Level Codes

At the Title Screen, move to option. In the options, move to password and enter any one of the codes below.



Just enter any of the passwords on the Option Screen: Level 2: 3847, Level 3: 5113, Level 4: 3904, Level 5: 1970 Level 6: 8624, Level 7: 2596. Two-Player codes: Scorpina: 0411, Colosus: 1007, Second Colosus: 1212 Sean Mikka

Encino, CA



On the Title Screen, move to option and press START.



You will get to start on any level you want in the game.



On the Option Menu, move to password and enter the code.



With the two-player codes, you can play as the Bosses!

Sparkster

Super NES

Konami

Sound Test

Access the Setup Screen, highlight the Sound Option, and press SELECT to stop music. Press a button for the sound.



To do this trick, you must choose the Setup Screen from the Main Menu. Highlight the Sound Option and press SELECT to stop the music. Pres the top L or R button to toggle between the numbers. Press either A. B. X. or Y to hear the music you have selected.



Access the Setup Screen from the Main Menu. Highlight sound.

WarioLand: Super Mario Land 3

Game Boy

Nintendo

Max Out Lives, Hearts, Coins, Etc.

Pause and press SELECT 16 times. Hold buttons A and B. Move the cursor so you highlight each number to change.



Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now. press and hold buttons A and B, and keep them held for the entire trick. Next, press LEFT and then press UP. Your number of men should increase. Do this for



Pause the game and press the SELECT button 16 times.



There will be a blinking box around the last digit of lives.



Holding A and B, highlight the numbers and change them.

every number (for the coins. hearts, etc.) until every num-



You can max out your lives, hearts, coins, time, and more!

ber is a nine. Max out everything! Brad Dodds; Melfort, Saskatchewan

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



t's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



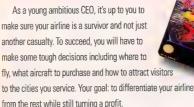
SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT

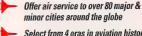


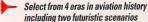
REVIEW AIRLINES SERVICES AT

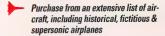


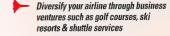
In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more that 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

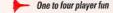
And don't forget, as CEO your still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!







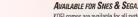






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Aeroby Superson c. s. a wademark of NDEI Corporation - Nintendo, Mintendo Emeraurment System. ga. Sega Genesis and the official seals are incidemarks of Mintendo of America and Sega of America Sega Genesis title pictured above non yet rated



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CHEAT SHEET

Combat Cars Accolade/Genesis

Access 24 Tracks This is a cool trick for Combat Cars on Genesis At the Options Screen. highlight the EXIT icon. Hold down all three buttons (A. B. and C) on the control pad. While you are holding these buttons, press START. This will allow you to access any of the 24 tracks. It also acts kind of like a battery save to start



where you left off. You must have a Game Genie peripheral for the corresponding systems to make these codes work. Enter the following codes at the Game Genie password screen to make them work.

Breath of Fire

Same Senie Codes EEBF-C7A9 - Create a new character with 255 strength. EEB4-CD69 - Create a new character with 255 agility. EEB4-CDD9 - Create a new character with 255 vigor.

Double Dragon V

Williams Ent./Super NES
Bame Benie Codes
DDAB-3DAE - Player one always wins. 3C85-CF07 - Harder to recover from dizzies. D685-C407 - Dizziness doesn't last long.

Taz: Starring in Escape From Mars

Genesis

Sega

More Continues

Look at the pictures describing the process of gaining continues. Keep repeating the trick for loads of extra continues.



In the Moving Platforms Level on Mars, touch the Taz statue and right after the bird comes after you, spin down between the two poles. Shrink yourself and move completely to the right. Go up and collect the continue. Die on the spikes. Repeat until vou're out of lives.

Dany Nguyen: Montreal, Quebec



After you touch the Taz statue. keep going up and right.



Spin down between the two poles until you reach the floor.



Now, shrink yourself with the ray. Keep moving right.



Get the continue! Kill yourself on the spikes and repeat!

Urban Strike

Genesis

Electronic Arts

Secret Level Code

Just access the Password Option and enter the code on the right to get to the secret campaign level.



Here is a code for Urban Strike's secret level in Mexico. Just press the A button to access the Password Option. On the Campaign Menu, enter the following password:

9NHLGBW6SYL This will take you to the secret campaign. Good luck!

Kurt Spangler Kearnev, NE



Enter the password to get to the secret level in this game!

Sonic Ch

Sega CD

Sega

Hidden Level and Pictures

After accessing the Sound Test from the Sonic CD Title Screen. enter any of the following passwords for pictures.



Enter these codes to

access these cool secrets for Sonic CD! See Sonic in pictures you've never seen! Special Stage -FM:07 PCM:07 DA:07 Beastly Sonic -FM:42 PCM:04 DA:21 Rapper Sonic -FM:42 PCM:03 DA:01 Japanese Sonic -

FM:44 PCM:11 DA:09



Access this Sound Test from the Sonic CD Title Screen.



Enter FM:42 PCM:03 DA:01 to see MC. Sonic kick the bass!

Masked Sonics -FM:46 PCM:12 DA:25

Lake a sitt with their market has the old lake a stated about the social at a comment



Enter FM:07 PCM:07 DA:07 for this special hidden stage.



Enter FM:42 PCM:04 DA:21 to see the evil, beastly Sonic!

Ron Pucherelli West Sand Lake, NY



HEY, MAN. GRAB YOUR AXE AND START SLAMMIN' OUT THE HITS! YOU'RE PLAYING A BUFFED-OUT STONE PROTECTOR IN A BRUTAL BATTLE OF THE BANDS. YOU'VE GOT 5 COOL WEAPONS TO FIGHT WITH, 10 WILD STAGES TO WIN, AND 16-MEG SCROLLING ACTION TO SHOW OFF YOUR WICKED ATTACKS. SO COVER YOUR FAMILY JEWELS. LET'S GET SOME ROCKIN', SOCKIN' KICKS!



CHEAT SHEET



Super Street Fighter Capcom/Super NES

Hame Senie Cedes DD47-8DD1 - Some special moves can be done in the

CB17-8FAD + FC17-84DD Every zap hits the opponent and knocks him down 969C-7FD7 - Both players start with 1/2 health. 31D9-57A5 - No pause after throwing a fireball for Ryu and Ken

We're Back W Tech Entertainment/ Super NES

o Sanio Ca FEB1-C14C - Super jump DB8B-C030 - Start with nine lives. CB85-1530 + F986-1040 + DD86-1010 - Start on

The Jungle Book Virgin/Benesis

Same Seale Co AJYV-2A3E Infinite weapons. GHGV-0ACC - One life

Empire State Building

Super Street Fighter II Capcom/Benesis

M27T-AA86 - MASTER CODE - (Must be entered) AC5A-CAB2 - Some specials can be done in the air PVST-D930 - Jab projectiles go much slower for

Ryu, Ken, Dhalsim, Guile,

and Dee Jav

Double Dragon V

Genesis

Williams Ent.

Boss Code

At the Title Screen, press START once. Now enter: C, A, LEFT, RIGHT, B. If you hear a sound, then the trick worked.



At the Main Menu Screen (Tournament, Vs. Battle, etc.), press these buttons in this order: C. RIGHT, A. B. A. B. B. LEFT. If you did it correctly, you will hear the Shadow Master laugh. Choose the Vs. Battle for a Boss Vs. Boss match-up. You can change the options for the Bosses as you like!

Sam Tuy: Lowell, MA



At this Main Menu Screen, press the correct buttons.



You can even change the options for the Bosses!



If you heard a laugh, the trick worked! Choose the Bosses!



Fight Boss against Boss in a two-player battle for total fun!

Charles of the Mark Sugar to Aladdin

Game Gear

Sega

Virtual Invincibility

After you access the Password Screen, enter the code AIQY. When you start the game, you will have virtual invincibility.



Go to the Password Screen and enter the code AIQY and exit the Password Screen. You will start the game and Aladdin will be translucent. You still are able to fall down holes and get captured by guards, but obstacles such as barrels will not be able to harm Aladdin.

Will Demaida; Waterbury, CT



Put in the password on this screen to gain invincibility.

Z ERIT

7th Guest

CD-i

Philips

Back Door Code

Go to the Sub-Screen and save under the name Badger, After saving the game, go to any of the four icons and click



This trick allows you to access the different rooms in the house from a Main Menu. To do this start a new game, then go to the Submenu at any time and save the game under Badger. If done correctly, you should be able to move to one of the four corner icons and see the chattering teeth. Press a button on one of the corners



On the first Sub-Screen. choose the New Game Option.



Move to any of the four corners and you should see teeth.

and it will let you access the menu showing pictures of the



Save the game under the word Badger and press the button.



If done correctly, you should ge this screen to choose rooms.

various rooms. Dan Untied; Arlington Hts, IL

ARE YOU UP TO WEARING THE HAT?

TADIANA JONES!

PLAI TRILOGY

RAIDERS LOST ARK TEMPLE DOOM Greatest Adventures

Just because you can many full the base guy from the indiana fourtrefore decisive mean and recognised the right to wear his hat.

If you're going in wear the Hat, you've got to be harp with your whip and crazy carried to respect to the

most das serous paints on the globe in sourch of lost freasures. Inst like

Only this isn't a mayle. And if you're not lady enough, you'll are crushed—hat and all!



It wouldn't be indy without Mode 7 graphics... Whose be Jones, look out for those Messerschmitteld.



peed your ledy ingenuity survive the lives of Rene solloy, Colonel Vogel and a three hopey teams



Pales of Boom, Time of Crissade three administra





What do you do
when you See a
fire-breathing,
Skateboarding,
karate-kicking, out-of-control
dinosaurcoming at you



GET OUT OF HIS WAY.

radical



He's the raddest baddest firebreathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on wheels is out to kick some butt, rescue his

main squeeze and save the dinosaur race.

> Rex sports his flame-breath





Radical Rest thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-grave-yards, piranha-infested underwater caverns - and the belly of a giant dinosaur! No sweat for the Rexmaster - cuz he's too hip to be extinct!





10 GAMES PREVIEWED!!! Samurai Shodown, Side Pocket Special Edition, True Lies, Wolverine, Cyber Clash, Biker Mice From Mars, Shaq Fu, Rayman, Ishar 3, seaQuest DSV

NEW SOFT NEWS

Greetings kindred. The latest word in video gaming is back with more hot titles for you to drool over this month. That's right, the holiday season's almost here, and all the great games you've seen earlier this year are about to come out.

This month I've managed to scrounge up some of the latest pics of Samurai Shodown for the Sega CD. By all indications, it'll be one of the best fighting games for the Sega CD. I hope it gets here soon.

Speaking of Sega CD, it seems that Rocket Science is in the process of creating a sequel to their addictive roller coaster of a game; Loadstar. Yup, Loadstar 2 is coming soon. So sit back, and enjoy the show...





JYL

Samurai Shodown

Sega CD

Fighting

Samurai Shodown is one of the most popular fighting games around. While not as big a hit as Mortal Kombat II or Street Fighter II, it's got a very large and dedicated following.

The Sega CD version looks to be one of the best conversions for the home. It not only looks very close to the Neo•Geo game, but it sounds great too!

All the little features of Shodown, from the messenger guy to the bonus stages are here, making this the best fighting game for the Sega CD. All the warriors, like Charlotte, Tam Tam, and Ukyo can be found in this classic dueling game.

If you enjoy Samurai Shodown as much as I do, it would be worth your time to check out this great conversion. It's awesome.



In the middle of the graveyard Charlotte and Hanzo fight to the death!





Genan takes a swipe at Wan Fu, but he catches air instead of flesh.



Jubei, the honorable samurai, does a jump slice at Hanzo.

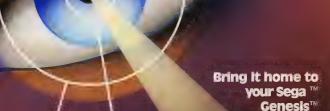


Ukyo has a nasty double-hit fierce stroke that takes off lots of life.



16 Megs of Awesome Power... 3 Dimensional Polygon Graphics... Powerful Sound Track...







ULTIMATE ARCADE ACTION

VIEWPOINT

An Arcade hit on the Neo Geo System!

GENESIS

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Data East

Side Pocket Special Edition

Sena CD

Sports

New for the Sega CD is Side Pocket Special Edition. This version of the ultimate pool game has all-new effects, including full-motion video. That's right! This update lets you travel around the country looking for competition. You will make your way from New York to Las Vegas. Strange and interesting people will make bets with you and offer advice.

The basic game of Side Pocket is still here. Make the trick shots for lots of bonus points. If you're the best, you'll make lots of money. Just beware of hustlers.

Side Pocket Special Edition is the ultimate pool game. It plays great, and it has a lot of different billiard games built into it. If you need some relaxation, this will give it to you.



Side Pocket Special Edition gives players a whole new billiards experience.



Once you get to Vegas, the stakes will really skyrocket.



The basic game of Side Pocket is here.

Data East didn't mess with success.



Meet fellow players and try to beat them in a one-on-one match.

SIDE POCKET SPECIAL EDITION

Last second arrow deflection -Great Wall of China

WOULD HAVE WASTED THE MUMMY QUEEN IF SHE DIDN USE SO MUCH HAIR SPRAY.

A GAME THIS TOUGH ONLY COMES AROUND EVERY

800 YEARS. If you've met the challenge of Legend of

Zelda® or the Secret of Mana™ then you're in for a whole

of Gaia™, you'll cross continents, travel bac in time and come face to face with th

Add or White it is the many

fiercest fighters in history. & If you think it's just role playing

n N

new world of adventure. In

Nintendo's Illusion

think again. Imagine crawling

inside the Egyptian



Acclaim

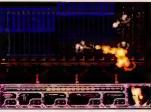
True Lies

Super NES

Action

Based on one of the summer's most heavy-hitting films, True Lies has you trying to stop a deadly nuclear threat from destroying America. With scenes taken directly from the film, you can participate in harrowing chases down ski slopes, fly a harrier jet, and engage in slugfests against terrorists.

True Lies will be for the Super NES, Genesis, Game Boy, and Game Gear. So you'll be able to be a secret agent no matter what system you have!



With thrills just like in the movie, True Lies will literally blow you away with its action.



You'll find action and adventure every step of the way.

A«laim



Wolverine will soon have his very own Super NES game.

Acclaim

Wolverine

Super NES

Action

You know him as one of the toughest mutants around, and as a former X-Men. He's Wolverine, armed with Adamantium claws and a skeleton (well, not any more in the comics), and he's ready to fight the forces of evil in the world. Be they evil mutants, robots, or something much worse, Wolverine is always ready to rip apart a small army.

He's now in his own game for the Super NES. Exact details of the plot are rather sketchy at this point, but if they're anything like Acclaim's previous superhero games, we can be sure that it will be very intense indeed.

If you enjoy his comics, then you should love the action of this game.

PRYED OREN THE PASSAGEWAY
TO AN ENCAN IT FILE.

GUARD'S HELMET
-KING EDWARD'S CASTLE.

Pyramids, over the Great Wall of China

guide you. And each Game Pak also includes an enemy profile

and through the Incan ruins of South

poster, a wall map, and an 84-page Explorer's Handbook that'll

help you keep your head.

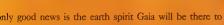
So get ready for the Illusion

America. And everywhere you go,

of Gaia'TM, it's bigger than reality...and

omeone is waiting to hack you to bits. So watch out! The

it's the boldest adventure in the world.





Crystal Dynamics Cuber Clash

300

Action

Here's an update on Crystal Dynamic's hot new game Cyber Clash. These are shots of the opening screens. The game is still early in production, but from all indications, it's going to be killer!

Enter the realm of matrix combat where you fight in the confines of cyberspace. You jack your mind into the computer via a needle right in your eye! That's gotta hurt!

You control a warrior that can transform into three different forms, each with its own abilities. Cyber Clash lets you operate in a three-dimensional world where danger can strike at any moment.

Cyber Clash is shaping up to be very impressive indeed. It's 3-D action on the 3DO! What more could you want?



The three-dimensional world of cyberspace lets you go where you wish.



Here's the arena that you'll be fighting your adversaries in.



Jack In!







THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE

DEADLY. AND THEY'RE THE ONLY WELCOMING

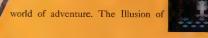
COMMITTEE YOU'RE GONNA GET. If you've battled



your way through Legend of

Zelda® or the Secret of Mana™

then you're in for a whole new



Gaia™ is no simple role playing game. It's hand to hand, mir

vs. mind action against the greatest warriors the world has ev

seen...And some the world hasn't. # As if Incan warrior









Atari

Rauman

Jaguar

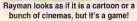
Action

For the best graphics on the Jaguar, not to mention animation, there is a new game called Rayman on its way. Rayman is a cartoony hero whose only weapons at the beginning are his fists and his frightening face. The whole game looks like a cartoon, and Jaguar fans should love it.

Look to the pages of EGM and EGMP to bring you more news on this cool cart.









Try to beat the enemies with your fists before they come after you.



hinese archers, and broadsword toting knights weren't tough

nough, try going one on one against evil spirits, vampires and

ne beautiful, but purely evil Mummy Queen.

Luckily for

you, your Gaia Game Pak comes with a

free enemy profile poster, a wall map and

you can't survive the dangers of the

Nintendo past, there is no hope for the future.

fiercest fight of your life. Because if





Konami

Biker Mice From Mars

Super NES

Action

One of the most bizarre cartoons you're likely to find on TV is Biker Mice From Mars. These delinquent rodents are in their very own video game from Konami.

This title is a rip-roaring, mindnumbing series of races through the gnarliest zones around. Don't be fooled, this game is tough, and the opposition won't hesitate to run you into the ground.

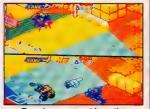
Biker Mice From Mars looks like it will be yet another good title from the folks at Konami.



Tear up the city streets on your revved-up motorcycle.



All sorts of obstacles will get in your way, so you'll have to blast them.



Two players can get in on the action. As usual, it's a split-screen.

Electronic Arts Shao Fu

Genesis

Fighting

Shag Fu is headed for the Genesis system. There are several modes of play including a cool Story Mode where Shag has been sucked into another world to find a boy called Nezo. The boy has been captured by Sett, an evil creature if I've ever seen one, Fortunately, Shaq has the fates on his side.

Each fighter has his/her own moves and style. Some use weapons and others (the really nasty ones) use magic. The basic Versus Mode will allow you to take on your friends and pound them

to pieces. If you like

fighting games, Shag Fu is comina!





The Story Mode explains why Shaq is in a fighting game in the first place.



This old man is by far one of the deadliest adversaries you'll meet.



Some of the opponents have a bad habit of slicing you with swords.

So I've Got No Arms, No Legs...



Attitude



In Your Face This Fall

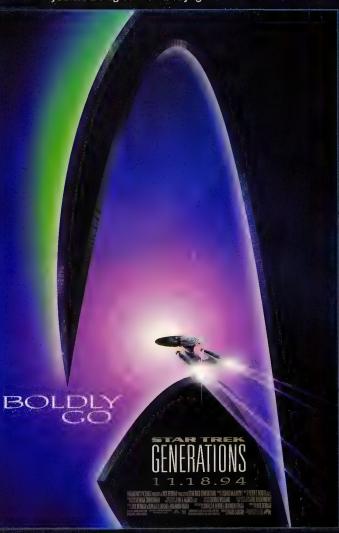


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To celebrate the long-awaited arrival of STAR TREK® GENERATIONS™ you are being sent on a voyage for a chance to win some stellar prizes in the...



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STAR TREK GENERATIONS OPENS NOVEMBER 18

DELTA SHIELD SEARCH

Boldly go to this month's issue of Hero Illustrated and Cinescape, find this ad and locate the missing color pieces of the Delta Shield. Paste them to the entry form below, fill out the information and you could win! 10 winners will each receive an out-of-this-world STAR TREK' GENERATIONS" prize pack worth nearly \$600 including:

- ★ PARAMOUNT PICTURES' STAR TREK THE SCREEN VOYAGES including all six Star Trek films in letterbox format with Star Trek insignia pin.
- ★ STAR TREX THE NEXT GENERATION "INTERACTIVE TECHNICAL MANUAL. A virtual four of the U.S.S. Enterprise NCC 1701-D on CD-ROM for Macintosh and Windows users from Simon & Schuster Interactive.
- * STAR TREK STARFLEET ACADEMY, THE STARSHIP BRIDGE SIMULATOR for Super Nintendo by Interplay where you'll be put to the test in 15 different simulations.
- STAR TREK® GENERATIONS": BEYOND THE NEXUS game from Absolute Entertainment for both the Nintendo Gameboy and Sega Game Gear platforms.
- A STAR TREK ORIGINAL FILM CEL consisting of three unique frames of original film provided by 800-TREKKER "Your 24 Hour Collectibles Connection."



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MAIL COMPLETED ENTRY TO: DELTA SHIELD SEARCH (EGM) 1920 Highland Ave. Suite 285 Lombard, IL. 60148



Readusoft

Ishar 3

300

RPG

For a real adventure you can sink your teeth into. Readvsoft has Ishar 3 on its way to the 3DO.

First you must build up your party of adventurers from a huge assortment of beings, like Elves, Orcs, and Lizard Men, then choose their character class. Once again, there are many choices.

The world of Ishar 3 is both lifelike and large. The epic stories you come across



will help bring the realms alive. Once again the power of the 3DO is shown.



These guys won't let you pass unless you give them 4,000 gold pieces.



These evil thugs will often ambush you within the city walls.



ONE WRONG **TURN AND YOU COULD**



Introducing AnnaTommy - an incredible CD-ROM learning adventure that teaches your kids all about the human body as they navigate through it. Part of the Mayo Clinic Learning Series. See your favorite software rétailer or call (800) 432-1332, Dept. 173.







T*MO

seaOuest DSV

Super NES

Action

T*HQ has managed to put together an exciting adventure revolving around the seaQuest series. You control your sub through various points around the oceans of the world. As you progress through the game, you will be assigned missions that range from stopping terrorists to rescuing people trapped in an underwater cave. As you rise in the ranks of the DSV, you are given more and more responsibility until the fate of the free world depends upon you. You have many different tools at your disposal, such as drones, probes, and even a dolphin to help you out.

seaQuest DSV is easily the best T*HQ cart ever. It looks and plays great. It literally is an adventure. Even though the game is divided into sections, you get full control over almost every aspect of your ship and its crew. The missions are realistic, and the graphics make you feel as if you are miles beneath the ocean's surface.

If you enjoy the show, and wish to have the seaQuest under your control, you'll enjoy this game. You won't be disappointed by this one.



seaQuest DSV brings the show alive with its graphics and sounds.



As controller of the ship, you must pay attention to all the details.



Patrol the waters around the settlements looking for suspicious watercraft.



Use your stinger to clear a way for the Crab, so it can rescue the people.



Only the Crab has the capabilities to enter the hull of a trapped ship.



Many different kinds of security devices are situated underwater.



For the obscure places, use Darwin, your trained dolphin, for guidance.



An old World War II plane has been found on the sea bottom. It's carrying plutonium, and some pirates are after it. Stop them and retrieve the radioactive substance.



Once in command, you must fight your way to the seaQuest.



Watch out for giant, underwater turbines that can shred your hull.

SEG









TODAY'S HOTTEST HEROES ARE HERE... AND THEY'RE ON SEGA!



SABAN'S







GA

ON SEGA GENESIS", GAME GEAR" AND SEGACD"



as Conneils, Same Of and Conne on a published at SCAL, DA & D 1994 Suban Statemberson, B. & Suban International NV. All Eight Bustoned, MICHEY MOTHER NOWER BANGES and all lages, description illustrates framed and tradements of Sage of America, Sci. 28 1994 SCAL, DO, Dec 8097, Radward (Sp. OS MARK All Right Buston).



SUPER NINTENDO

GENESIS GAMEGEAR



Introducing the games that actually let you control the destinies of America's leading morons.

3 DIFFERENT GAMES, DUDE.







GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

BUT WE OUTSMARTED HIM

UNLESS THERE'S SOMETHING GOOD ON TY OR SOMETHING.

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."





CLOTHESLINE JUMPING IS A GREAT SPORT, IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING







THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S VHY WE PRESERVE IT BY NOT SHOWERING







This efficial seal is your assurance that this product meets the highest quality standards of Saga**. Buy games and accessorie with this seal to be sure that they are compatible with the Saga** denesis** and Saga** denesis** and Saga** danne Gear** system.





Take on this wood-hacking mid-Boss near the end of the zone. Bash him from underneath to end his chopping days.



Get set for fun in the Mushroom Hill Zone.
Knuckle's has a whole new set of challogs, awaiting him; new 360 degree loops, a unique lifting device that carries Knuckles to higher levels and much,

much more. The attention to detail in the background is astounding and the smooth scrolling of the backgrounds is a sight to see.

New enemies, techniques, and Bosses add up to a great adventure as you face mid-Bosses and the relentless assault of Dr. Robotnik.







NEW TECHNIQUES



Knuckles has lots of new techniques that make his adventure the unique.

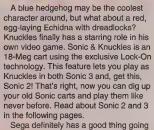


All was peaceful until an uninvited "gift" dropped in.

SONICE



Yikes! Dr. Robotnik just can't leave anyone alone.



Sega definitely has a good thing going with this technology. It's a great way to introduce a new game, rejuvenate older titles as well.





This incredible scene begins the turnaround that Sonic and Knuckles will face—almost becoming friends. The hatred that Knuckles has for Robotnik is felt most strongly in this amazing stage.





HIDDEN DALACE

Not one to be left out of the adventure, Sonic joins us for a trip through the Hidden Palace Zone.



Robotnik's crazy palace is relatively short, but some amazing things happen—Sonic and Knuckles actually help each other! It's a touching moment. After Robotnik steals the large

crystal, Knuckles attempts to snatch it back. A nice electric shock occurs, stunning Knuckles and allowing Robotnik to escape. Of course, the chase ensues and Sonic and Knuckles team up for the quest to nab the villainous Dr. Robotnik.



A slightly ticked-off Knuckles plans his revenge on Robotnik.



After getting zapped by Robotnik, Knuckles decides to take a little nap, then the escape begins.



KY CULCINUDA

Take to the skies in the Sky Sanctuary Zone. Once again, Sonic is ready to guide

you through the level.
This floating stage is filled with numerous nooks and crannies to explore. The enemies are all airborne attackers, making the task of keeping an eye on the sky all the more important.

Look before you leap is a good rule to follow here because the many chasms are guarded by enemies on the other side. One wrong leap and your rings will be sent all over the place.



Off in the distance, Dr. Robotnik's Death Egg is hovering in the cloudy sky: (a clue as to what your next mission will be.) The Sky Sanctuary Zone is relatively easy, but don't be fooled. The constant barrage of Robotnik clones can wear away at your ultimate endeavor, survival.



Dr. Robotnik attacks the old-fashioned way—with a swinging pendulum.





Knuckles is on hand to lend Sonic the help he needs.



Getting the invincibility shield is always a great way to live.



Sonic and Knuckles make a great team, don't they?





happen, but it has, Sonic has been replaced by Knuckles in Sonic 21 Take this spunky echidna

through a time warp of sorts, as he tackles the challenges that made Sonic 2 such a hit! Spiral corkscrews, a spin dash technique, and of course, the relentless attacks of Dr. Robotnik all add up to one heck of a time. Knuckles can use his gliding and wall-climbing techniques to explore this colorful world.

Emerald Hill Zone is just the beginning, as Knuckles must prepare himself for the Casino Night Zone, Chemical Plant Zone, and many more. Lock-On technology makes the whole retro-theme possible. Get ready for action are adventure with the dreadlocked dude, Knuckles the echidna.



Does Knuckles have what it takes to tackle the infamous loops that spun Sonic to stardom?

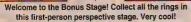






It sure seems odd seeing Knuckles in this stage, doesn't it? New techniques keep the game fresh and it's cool being able to play an older game like this with new features. Of course. Dr. Robotnik is always around to spoil the fun.











Dr. Robotnik has set up a pollution belching chemical plant and flood-

ed it with a toxic liquid called Mega Mack, a substance that can poison Sonic in a few moments. This chilling place is filled with transparent tubes that can whisk Knuckles to mysterious areas of this stage.

When Knuckles is in this level in Sonic 2, there aren't many enemies for him to defeat, but this level is different because it's made for speed! There are tons of walkways that Knuckles can speed along, but there are spikes and pitfalls to avoid. Face the watery Dr. Robotnik at the end of this Zone. Keep bashing him until his flying

machine breaks apart and crashes into the water





The adventure begins in the Angel Island Zone.
This colorful land begins as a tranquil and serene

ZONE

paradise, but Robotnik's destructive machines are sent in to set the place on fire! Angel Island is also filled with booby traps such as weak bridges and collapsing ledges, but Knuckles' gliding ability can rectify these nasty pitfalls set to thwart our hero.

Get set to face Robotnik's machine that started the fire at the end of this level. Bash its underbelly to extinguish its destructive flamethrower.













Knuckles knows how to have fun. Angel Island is filled with interesting knick-knacks to interact with.



SONIC 2 AND 3? YOU BET!







THE DGEHOG



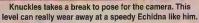


Marble Garden Zone is filled with beautiful landscapes and secret levels to explore. There are blue

ZONE

spin wheels scattered throughout and when spin-dashed, the whole Earth will shift, revealing new passageways to explore and new enemies to conquer.

Of course, with Knuckles' brute strength behind him, new areas of the game can be seen that Sonic could only dream of finding.













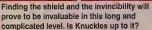






progress through the game. If you die, this is

where you'll begin.

















This level isn't as easy as it looks. You'll need to have a sharp eye to watch for missiles screaming your way. If that's not enough, asteroids whiz by at dizzying velocities, each threatening to stop your progress of catching Dr. Robotnik and retrieving the gem he stole.

THE BATTLE WITH ROBOTNIK!

Once you reach the end of this level, you'll face the determined assault of the mid-Boss who has been launching the missiles. Keep bashing away at the pest to destroy it, then set your sights on Robotnik. Keep up your assault to break apart Robotnik's suit and send him crashing down to the planet's surface.









Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



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this product meets the highest quality standards of SEGAth. Buy games and accessones with this sea to be sure that they are compatible with the SEGA CD^M SYSTEM.



Hying Squadron



Brutal is a game of cartoon martial arts. The characters have certain traits: like all heroes, they have strengths and weaknesses Every four years the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how much "warrior spirit" they have and invites them to his peaceful island to compete.

TRIPLE FORMAT FIGHTING ACTION!









He stood arms outstretched on the mountaintop, From here he could see the ocean on all sides of the island. He breathed deeply and allowed his mind to reach out. He saw them all, one by one, making their way to the Island. There was Kendo drinking champagne he could not afford on a cruise liner. Prince Leon still running through Asia; he would get here strong after his journey. Tai Cheetah deep in meditation waiting for the airplane to come. Tai, the only one who truly did not care if he won on lost. Foxy whisked away at night in a black can to make her secret journey. Kung Fu Bunny still training deep in the forest, lvan the Bear uncomfortable on the train complaining about food. The Pantha deep in convensation with the monks of Kali Chaka. The Llama lowered his arms and waited, soon it would

















HEAD-TO-HEAD ACTION



EXCELLENT FEATURES



NOU NEE NON R INTITE BELT!
FORE CHEETIT PASSFORD HEB: SOMERHACEOUD
SHECIML HOVES LIEBENED:

MONE NOME

Brutal is perhaps the first game to utilize a belt-based system of experience, where characters are not capable of special attacks until they have "earned" them through victories. Also included is a Character Password Feature, which allows the saving of progressed characters to use later.



ATTACKS SEE SLOWS

PUNCHES SEE HEAD

THEORY

THEORY

STORY

THEORY

TH

H A HARATHON FIGHT RING! THAT BEAT OF

THEORY SE HIS BLOWN
PURCHES 157 MEAN
FIREVER SES HIGH



Fight Stats

One of the great things about this game is the complete lowdown the computer gives you regarding the number of punchese, kicks, and special moves used, and how many actually landed for damage.

Awesome!

BRUTALS

Kung Fu Bunny





Right
Undenstanding-"To know
fean is counage."
Style-Relaxed Paw

Taí Cheetah







Right Minorullness-"To teach someons is to be nesponsible for the "" Style-To Chi Chuan



Right Livelihood-"To care for others is the greatest joy." Style-Penjat Silat



lugn Right Action-You can nest when Bear you are деад. Style-Soviet Military Kendo Coyote Resolve-"I am Style Kenjutsu Leon the Lion Right Effort-I have only one judge, the Style-Tan Ku The Inon Rage)

ANSWER THE CALL OF THE WILD...



Prepare yourself for the hottest animalfighting game ever! It has a unique idea

Like other fighting games, character



with awesome implementation. Can you take the fury of the Brutals during their competition?









SPECIAL MOVES GALORE





One thing is for sure, there is definitely no shortage of special moves in Bruta!! Each character has tonof special attacks to use in combat!





EXCELLENT BRUTAL ACTION ON THE SEGA CD



Watch for awesome cinemas!



Of all the systems, Brutal seems to be berepresented by the Sega CD. Although the Super NES and Genesis versions are

somewhat early to judge, it is not too soon to see that non-CD sys tems couldn't produce such

awesome graphic and sound sequences. This is definitely a must-nave title for the Sega CD library, with all of what makes Brutal a great fighting game amplified for an excellent experience.



Look for the Brutal band bus ing some tunes for vou off the CDI

The Sega CD version has The Pantha. Genesis

does not!



Rhai



Tai Cheetah In addition to the Post-fight Stat Screens, there are some excellent story sequences describing the fate of the losing fighter. This truly adds to the competitive atmosphere

WACKY, WILD **MOVES**



This game is chock-full of some pretty bizarre actions to complement the dazzling array of other awesome special attacks. For example, there's a move of Leon's in which a guitar and amp fly out of nowhere to blast the opponent with a sonic boom of the lion's tunes. Original and humorous all in one!







Collect all kinds of





If role-playing is your gig, Super Adventure Island 2 will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia-ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku-Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

Super Nintendo





Company of the compan

Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOOM!



Tons of power-ups let you throw your bombs, even detonate them by remote control. Go ballistic and grab your Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

Super Adverture Island 2™ © 1994 Hudson Soft. © Susumu Matsushita Company, Super Bomberman™ © 1994 Hudson Soft. Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Niritendo, Super Niritendo and the Official Soals are registered trademarks of Niritendo of America. Inc. © 1991 Niritendo of America.





A faith of white and the talk at the country of the Association of the characters in the past, most recently with the Lion King and Aladdin. But non have managed to tuck youngsters under me covers of time like Mickey Mouse:

Very few youngsters have been into suced properly to Disney's mouse and as humble black-and-white beginning ne mouse with the bin, black sens as

mgagino smile has one we over the rears, will als entri into the -eaim o rideo gan and feature length o

Micks Mouse sastle. lilusion as Sega for the Genesis a Mickey Magical Question Super NES were techn logical wonders.and w -mead of meir time both plays bility and to mnovation that were

me games. Sony and briston have becomed any or gain to push the gaming anvelor and Mickey Mania

made in tu

In part one of this (cause) than EGM #4, we looked at now the regiment wort back through Mice

STORER (C.C. Chicardosen) Indisardire di Locardon added them to the game to give a histore overview of Mickey's glorious, 65-year sareer. Here, we will continue that live

Many people have seen Steams Willie. Disney's 1928 animated short Disney and Sony used that as a startimin for Mickey Manua. The Timeless

> Adventur Mickey louse

> The Junger amers may not realize than steambo. Willie is a oig pan Mickey eritade lowever iter pla rig the name an olayers wi appreciate

mat facil cacaus: ome or ile anim black-a zing than point, the

different house was .

On the other hand, kids will be family with the Prince and the Pauper (1990). the short that accompanied the shown of the animated feature film The Rescuers: Down Under

Many of the other animated shore nargame include. The Mad Doorer



Moose Hunte Shosts 1937 Mickey and the Beanstan

The Makino

1947). If gamers and their parem aven't seen all of the shorts included he game, they are all out on home vide

The game wasn't made just for young amers. Sony had all members of the amily in mind when they developed

Torum or an addition two branch Mickey Mouse short films on the basis what we felt an older audience would have been exposed to and influenced w." said Patrick Gilmore, senior produc or Disney Software, who worked on the Mickey Mania project with Sony

We stuck to films that were innues Their day. Steamboat Willie was the est use of sound in a cartoon. The Barry oncert was the first use of color, and the Mad Scientist was the first colorize m. The Lonesome Ghost was a mile none for Mickey because for the first time, he was animated by a wall-kn Mickey artist.

Mickey is revoluntionary materials in vations in game play and programming schnique in this latter education





in the Moose Hunn Trace: his comir at you perspective is a first for any game. If will also be seen in the Stampeds to of The Lion King game

But Mickey Mania will be as a sore a before The Lion King, and be the first video same in histor we this Moore erspective mours of game play in any one me Mickey Mania ninc of for the

a militaria con a INES formats,

The animation provides a visual eas ance, and the hidden areas throughout the game and special levels in the Sec-CD version provide a unique mamino experience.

The sound emelors and a probable to e found in all versions of the game ou'll think you're listening to a full orchestra! This effect was created starting out with the highest point. according to Disney Software's

"Starting actions to self-light gloring in worked our way downward within the him rations of both the Genesis and the Super-Nintendo. We ran with something that could make work on the Genesis

On a creative level, they tried to make se music with the mood and feel of exof the animated shorts in the levels

On the Sega CD version, Disney grought in the only living person To a serie de la constant de la cons and a voice-over session was done using e actual voice of Mickey

There is only one person and a an do the voice of Mickey Mouse." sa-Mary Ann Noms, Sony's producer on Mickey Mania project. We played brough the game and we let him a his way in the various levels as we slaved. We interspersed the voice samples of Mickey throughout to ersion

We would be wanted to an expension ame with the other cartridge version But due to memory constraints, we souldn't add as many samples would have liked."

in each level, the Mickey of manyers nat was featured in the animated sho makes an appearance. However, the other characters you traditionally see Mickey Mouse game aren't included

We were intent on having this be a wric overview and a fanfare of sorts to Mickey, not for Donald Duck, Gooty any of the other traditional characters v might expect to see featured in a Mickey same." Gilmore commented

Pluto does make an appearance me to time in the game. In the Mad actors Level Mickey actually react



But her property with the comment of the aid in the actual cartoon. Pluto is the Mickey's sidekick for the control to

in the Seek ODVGSOUR ARREADS ons were added for Pere's character me end Boss in the game, and extra Mickey Mouse animations were adde ach of the individual Mickeys

All of the Mickeys appear an ereat Pete in the final battle

no McGuttin to popul) *



VETURAL STATE OF SEC. A SEC. 18. game and appears in the final leve Sega CD version

Once you get the penon; a sure and draws one of the Mickeys. Once grawn. Mickey appears and helps you nefeat Pete, then moves on. Afterward ris an ongoing quest to keep recapture re McGuffin in order to trigger the opearance of all of the other Mickey

This is the one level that isn't in eith the Sega Genesis or the Super NES

ames, according to Sony and Disne On top of all that, the voice samples ne orchestrated music, and the extra an nations for the characters throughout ame, were added to the CD version.

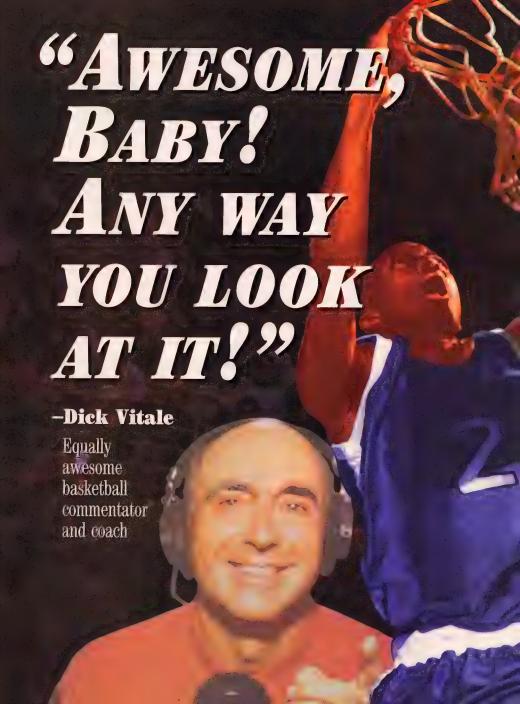
The Sega CD is good at playing ba abook audio music, and we wanted to reate the interactive cartoon feeling. sed that soundtrack to add many indiadual sound effects and tailored they each level. In the Mad Doctors area. where it's creepy and spooky, there a cone-shattering sounds, giving you the reeling that you are inside the game. Gilmore said. "We don't want to give way the ending, but let's just say it so much a closure, but an overture or everything that were been through with Mickey

Mickey lovers and energy taking above age in time with the mouse that helped make Disney famous. Gamers will enjoy he trip through Mickey's storied, 65-year past. However, it does not matter which kind of fan you are, this game will capti everyone's heart, both young and old alike. This game is a work of gaming all with its creative soundtrack and graph Make sure you take a look at Mickey Mania when a lower our to the his











Here's the only Genesis' basketball game with a 3-D rotating court – and me, Dick Vitale!

live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops:*

A 3-D scaling and rotating court puts you <u>in</u> the game, not just watching from the sidelines.

Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.

Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.

5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming,

"Awesome, Baby
with a capital A!"



Dick Vilale

TIME WARNER

675 Sycamore Drive Milpitas, CA 95035 408 473.9400













The official see a year assurance with the product mess the highest quality standards of SEAR* Bay grains and associations with the seat in the sun mat they are compared to the seat in the sun from they are compared to the seat in the sun from the SEAR* SEAR SYSTEM Sega and Geness sur temperature of Sega defenses are the seat of the seat in the seat in



FETS

REPORT PART 2

LONDON—The fall European Computer Trade Show was so huge we had to carry over our coverage from EGM* #4 to this month's issue of EGM.

You'll find the best coverage of this fail's ECTS right here. If there's a gaming show anywhere on the planet, you know the editors of *EGM* will be there getting you all of the inside information and game screens to keep you updated.

Our correspondent over in Europe, David Ryder, has been busy staying up late and even missing tea to go through the press packages and get the information for our ECTS Special Feature.

The game market in the U.K. may be at a low and consumer interest is way down from last year, but game development is just the opposite. Sony is a major presence in Britain for instance, working through their European office. Instead of even trying to get space, Sony provided buses to take the media and members of the game-buying public to their own turf.

The Brewery, located within London's city limits, provided a great backdrop for taking a leisurely stroll and looking at all of the games, while sipping on a freshly brewed beverage.







The ECTS was packed with gaming goodies and key players from all gaming companies attended

BLOODSHOT







One of the coolest games at the show was Bloodshot by Domark. The first-person perspective blaster is one hot property. With Domand Zero Tolerance big news, gamers won't believe this type of graphic quality was possible on the Genesis. The 12-level blaster takes place on an allen troop ship on its way to the planet Earth.

SNOOKER





PAC-MAN



retventure of type from Mind of the mins while the production of the first page.

THE TARREST









Golf Cart Joy Ride & Crash"

C ther to

LINKS

the challenge of golf



Links for Same Commisting the trees near particle, outrageously caused golf manelavailable

How lefter tentor The course mining Torrey Pines exactly lefter the state of the course process you bearing every ree, fairway wate mazaril and bunker, wherever the ball lands, and gives you an accutate lifew of your light shot. It's so life-like, you can almost small the green (that's a good thing).

And as you'd expect from any decent golf game, Links feature ournament play fractice mode, Front's, Back 9

nstant Replays Save player info

Sur men. Links spees he beyond an other golf games to give you indepth golf features the line of players (dors), deter parties an only transless to give you indepth golf games to give he mest accurate, realistic and translessing experience available. Acrial five very of each libre acrealistic you may got airstok. Sunning states on flow many fish your say when your tall larns as me wate. water

Okay, we're just ke hig about me last feature.

Jut as you can see, winks for Sogn CD is the closest thing to perfection when it comes to golf games Sovyou and bet that if any games comes out with a "Golf Car Ponuts. On The Fairway" feature in the comes of it like Links.

Sony went high-fi and high-tech with a huge video screen presentation of their upcoming products, while the usual selection of show biz suits milled around to tell us all about them! The main attraction, of course, was the PlayStation. It was the first time that the unit had been on display in the U.K.

ne would have thought that Sony would have pulled out all the stops and had 15 PlayStations, running all of the latest softs, scattered throughout the brewery. However, that wasn't the case. There was only one PlayStation unit, and that was kept in a class case located in the middle of the main room. There wasn't even a game playing in it. But the beer tasted good and people wandered by to admire the 'caged-in' system. In fact, some people admired it a little too much. I have it on good authority that someone even walked up and licked the case.

Behind closed doors. Sony was running the racing game Poly Poly Circus Grand Prix, coded by SCE, as well as their multiscrolling shoot-'emup. Philosoma, We'd love to give you a full preview of them, but Sony U.K. gave us instructions to keep anything we've learned in the strictest confidence until its debut. They're keeping things so tightly under wraps that Sherlock Holmes and Scotland Yard would have a hard time getting information on these games.

Psygnosis, on the other hand, was a bit more open. (I mean, what's the point in having the press there if you're not going to show them anything?) It was inevitable that they



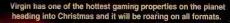
Electronic Arts used the News and World Report on the first Sunday of the show to get publicity for some of their titles. The headline on the mock front page read, "How My Chopper Saved New York" and

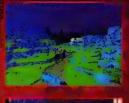
URBAN STRIKE



referred to the new Urban Strike game coming out for the Genesis and the Super NES this Christmas, On the flipside, 3DO FIFA Soccer and World Cup Rugby were featured on the bottom of the sports page.

Due out on the 3DO, this 3-D game looks awesome





















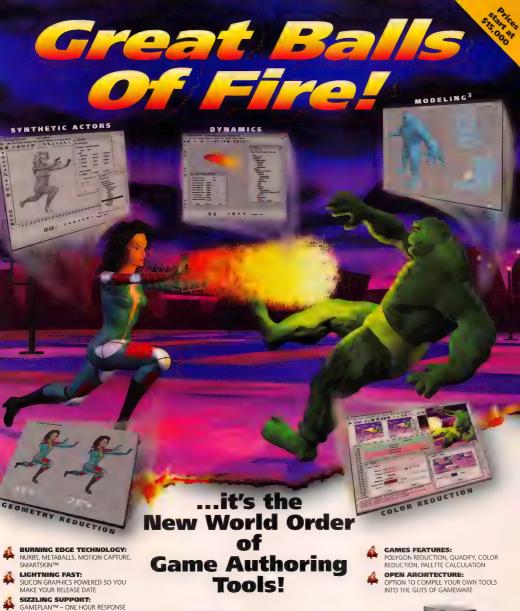
RUGBY WC 1995







There was no shortage of soccer games at the ECTs, vacon's nothing on bing bins soccer for the Super NES, EA Sports' FIFA '95 for the General looked good, and so did FIFA Socret for the 3DO World Cup Rugby.





TIME ON A DEDICATED 800 LINE



ECTS

EUROPEAN COMPUTER TRADE SHOW

wouldn't have enough

space to show all of their

mation and ultracool, real-

time movie camera-angle

ter. It would be criminal if Sony let a hot property like this one slip by with-

out converting it across to

Up on the big screen.

It won't come out on the PC CD-ROM until the win-

cuts as you play.

the PlayStation.

we were treated to

footage of PlayStation

games in action, even

playable on the show

floor.

though they had nothing

The Euro launch is still far away; a date has just been announced:

REPORT PART 2

Flink is a graphically exciting game
that will be out in
time for Christmas
on the Mega
Drive/Genesis.
Another Psygnosis
game, Novastorm,
originally known as
Scavenger 4, is a
very slick looking
game. The SGI backdrops rule.

FLINK

NOVASTORM





THE FLINTSTONES JP2: THE CHAOS CONTINUES











You saw the film and the cartoon, now play the game! Capturing the look and humor of the movie in a side-scrolling platformer wasn't easy, but Sony seems to have done it with this very good looking title. Grabbing speech and music from the cartoon will make this game very familiar to Flintstone fans. In another dinosaur-chasing adventure, Jurassic Park 2 looks excellent angamers will find themselves enjoying the fine animations. It's being made for the Super NES.

THEME PARK

heme Park with be making an operarance on the Genesis and the Super NES. heme Park by Bullfrog Entailows you to design and runyour very ower



CANNON STORES









Remember how much fun it was beauting to soldiers in a soldiers in a soldier takes it one step further! Imagine Lemmings combined with Desert Strategy of the Sega CD collecting tanks and commandeering jeeps and nemony you make your way through the ranks. Lots of blood, guts, and awesome explosions await you.

European gamers will get their first chance to buy the PlayStation on Sept. 1, 1995! Better yet, the price point for the PlayStation will be very aggressive. Sony is talking about a



B Electronic Gaming Monthly

A two-handed jackhammer tomahawk turbo JAM!

sports games like NBA° JAM

Get ready for the hottest games ever. **Get the Super Link.**

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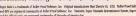








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and a minimum of £250 (between \$375 and \$525) when it hits the shores of the U.S.

Sources say that it should ring in around £300 (\$450), so Sony seems to be splitting the difference.

But U.K. gamers won't be looking this Sony gift horse in the mouth.

The Japanese launch of the Sony PlayStation has been moved forward to November 39. Way to go Sony.

A number of other companies were represented at ECTS as well, all with exciting new projects to show off. One of Britain's top developers has six development kits in stock already and is working on games before the units arrived. One document where the ink has already dried is between Bullfrog-the guys behind Syndicate, Theme Park, and Populous. Some serious money is being bandied about. To do four games for the PlayStation, Sony will be paying them between £2.4 and £3 million pounds for the games.

SCI has been quietly working on Sony softs as well. Cyberwar, the sequel to The Lawnmower Man is due out on the PlayStation as a four CD Pack, three game CDs, plus a special soundtrack.

Likewise, Death Machine, a futuristic thriller set in an office block, sees you battle a robot that can smell fear.

Several top PC games are expected to be converted for the platform and Domark's space game. Absolute Zero is a likely candidate.

Mortal Kombat III will also be out on Sony's big machine. Stay tuned for more information!





Codemasters is busy. The J-Cart will allow gamers to have up to four players on one cartridge. Controllers are plugged into the game as it sits in the Genesis. It's an innovative approach to four-player gaming and it works! No dual-compatibility problems and they own the rights. Micro Machines 2 is more of the fast-action racing game players have become accustomed to. Psycho Pinball is one hot pinball game for the Genesis.









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Wherever there's a big gaming trade show you know we'll be there getting you all of the inside scoops and keeping our finger on the pulse of the gaming industry.

It doesn't matter if it's in the land down

under or in the land of the rising sun, we've got you covered.

Recently we visited the 32nd Annual Japanese Amusement Machinery

Manufacturers Association (JAMMA) show. There was a lot to 'JAMMA' about, with the release of the new Neo-Geo CD unit in Japan. They had a display of all of their top stuff and we've got it here.

In the next few pages we'll showcase all of the new games, including Virtua Fighters 2, Acedriver-better known as Ridge Racer III in our neck of the woods.

Most of gaming's top companies were on hand to show off what they've been working on.

We tracked down those companies that didn't exhibit to see what they have been up to. Sega was on hand and they had a lot more to show than the balloons that hung from the rafters with their logos on them.



They had a host of 32X and Saturn softs on display. They even showed off their new STV arcade architecture technology. We've got all the specs on the new systems and we'll take you on a guided tour of the show, saving you the price of a plane ticket to Japan and keeping you informed at the same time.

There's plenty to talk about and what we don't have room for in this issue of EGM, we'll carry over to EGM. Enjoy the showl



Sega's Virtua Fighters 2 was on display at the JAMMA show. Take a look at our extensive coverage of the 32nd Annual Amusement Machine show.











unit sold out and three of the hottest Neo-Geo games, Art of Fighting, left, Samurai Shodown, and Fatal Fury 2 were available when the machine hit store shelves.

hat was at the JAMMA?





TITLE FIGHT 2



ossibly one of the most innovative items at the Jamma show was the new motherboard from the wizards at Sega. Simply named the ST-V, the board mimics the new Capcom arcade boards, and more closely the Neo•Geo, by incorporating a cartridge system. Therefore, an arcade owner no longer has to buy an entirely new cabinet with every new Sega game. The cartridge slides into the right side and is very affordable. The main reasoning behind the move from the previous models, namely their Model 2, was that they were just too expensive. One of the two games coming out for the system is Title Fight 2, an impressive boxing sequel with full rotation, Virtua Fighter-style graphics, and a refined "Punch Out" game play, as your character is a green-grid boxer. The second is another sequel, of sorts, to the popular Golden Axe series. Entitled The Duel, it is a fighting game starring all of your favorite Axe characters.



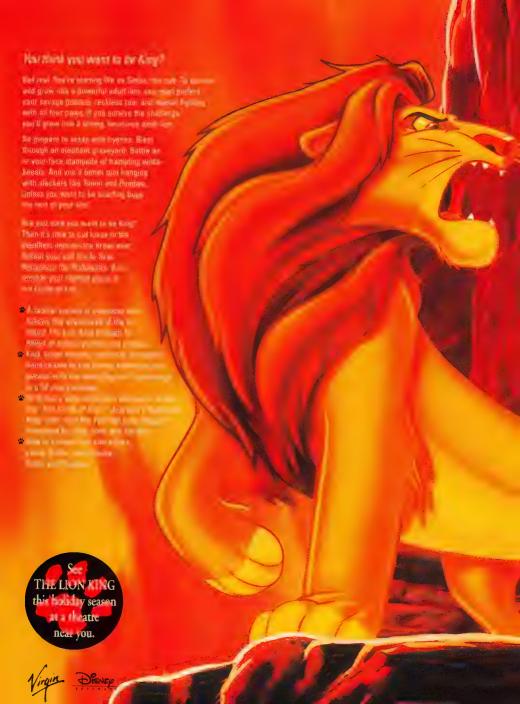




GOLDEN AXE: THE DUEL







LIONKING











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Among the best at the show had to be Namco's answer to Ridge Racer 3. Not only are the graphics absolutely fluid and the game play flawless, but the networking option adds a whole new dimension to the game. Locking four cabinets together allows you to access an eight-player head-to-head battle for first place. The 'car' you sit in also leans to the left and right and really helps to get you into the game.







One of the most anticipated games approaching is Virtua Fighters 2. The first did not rank as high as Street Fighter II or Mortal Kombat II but it did have a loyal following. Its refined graphics and style were excellent. Now Sega is beefing it up to make one of the best-looking fighting games at the show. They really refined the graphics, although the game play is very much the same.

















One of the few sports games at the show was a new soccer game from the makers of Cup and the upcoming Cup '94. The name is V-Goal and it is quite incredible for a soccer game. It has a ton of options, sliding, at least three types of kicks, and a "Special Play."











Capcom's sequel to Slam Masters, a wrestling game from a while back, is now a fighting game, Street Fighter-style. All new characters plus the return of Haggar and the rest you know so well round out the wrestling/fighting action.







Namco is bringing out a fighting game that looks similar to Virtua Fighters, although the game play and overall feel stomps VR. The characters are all original, and all have an individual story, which is found out by beating the game. Namco used the same hardware from the Ridge Racer series.





There will be an MK III and our sources have dug up some dirt on the one anticipated game that wasn't at any arcade show. We hear there are going to be four new characters and some old-timers, including the return of Sonya and Kano! The graphics are completely redone are are supposed to make MKII look primitive. The sound system is the DCS from MKII and the same play mechanics have been retained, however there is one more button!

> All over the show was the infamous Ultra 64 title, Killer Instinct, The soon-to-be-famous fighter was William's/Midway's big release. This is the first fighting game that uses an internal hard drive to produce pictures of quality. It will really amaze you. Up to par with the graphics are the intense techno sound tracks and effects. Move over Mortal, a new level of fighting game awaits



American Laser Games: Fa American Sammy: F

Capcom:

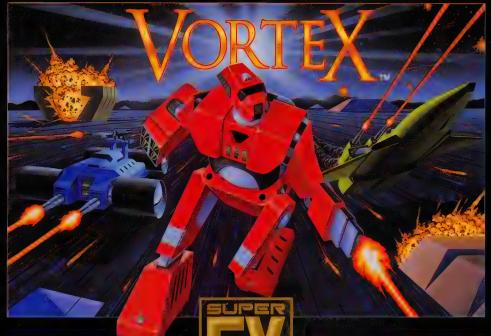
Data East: T

Konami: I

Reality Concepts Seta USA:

Strata:

ENTER THE WHIRLWIND



- Utilizes a faster new version Super FX chip.
- Designed by Argonaut Software; the developers of the FX Chip and Star Fox.
- Morph into a powerful Walker, a sleek Sonic Jet, a speedy Landburner or a defensive Hard Shell.
- Attack with lasers, rockets, cannons, heat seeking missiles, and smart bombs.







- Full 360 degree playfield rotation.
- Password feature included.
 - Sizzling and sinister techno soundtracks!





















in EGN²

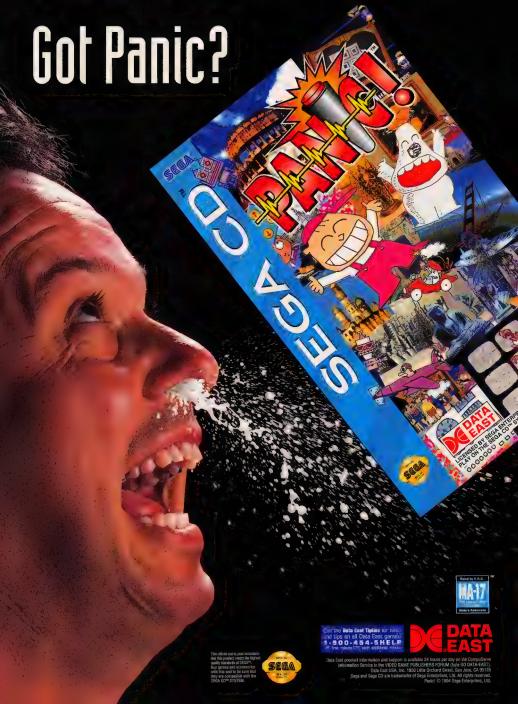
Mullah abba is calling you. He needs you to choose an assassin to do battle with Koldan the Conqueror. Recover the ancient lnk of Ghize that transforms tattoos into real objects for a brief moment when applied to humans.

Data East will launch a huge campaign for this fighting game filled with moves, secrets, and all-out, in-your-face action. Backed by some big names, look for a behind-the-screens follow-up in EGM*s next issue. We'll bring you some exclusive pixs of the making of the game and more coverage of what this game has to offer.



Seta showed off an interesting shooter on a long screen machine. This new shooter has two-player simultaneous play, trick shots, and specially digitized computer graphics. It has















this mega-hit. An incredible game of shoot-'em-up featuring 32-Bit 3-D graphics,

two-player simultaneous action, auto zoom in and out feature, lockon-sight, and extremely authentic gun-fighting action. This game boasts high-speed visual response unlike any other shooter out there. Look for more coverage on this hot arcade game.







Fast Draw is the first live-action game filmed in a vertical format to fit the 33" monitor you shoot at. See how fast your draw is in the showdown by American Laser Games.





shooter. We hope to see more really soon.







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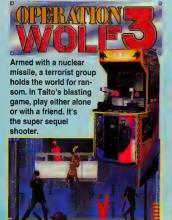




OF SESA OF AVERICA, INC. C1993 SEGA MATTER

















Take the controls of the supreme weapon of war! Alone or with a friend, you can choose from four different robot warriors. A great new addition to Capcom's arsenal of games, this is a Final Fight-type side-scroller where you control mechs and power them up to get the job done.



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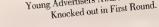


Robert Akers

all Monitor/Law Society plit by the Masked Muscle.

Fencing, Yearbook Staff Bell rung by Piston Hurricane.

Vanessa 11511





Dan Baldino Varsity Basketball, Student Council Knocked silly in Super Punch-Out.



Kim Bandusky JV Basketball, Health Officer Helper Face rearranged in Super Punch-Out.



Joe Bardetti Varsity Football, German Club Looked at Nick Bruiser the wrong way.



Young Scholars of America, Junior Hawkette Physics Club, Tomorrow's Farmers Society Lasted 4 rounds in Super Punch-Out.



Robert Carney



Don Coyner Varsity Wrestling, Junior Librarian Pummelled by Mr. Sandman.

Seniors

Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out. The biggest Punch-Out ever, featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-yourface (no sissy side-view









perspectives.)

Even worse, they've each got LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. their own dirty style you've

gotta figure out before you can kick their butts.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! - 16 bouts of smacks, hits, jabs and of course, lots of

nasty shots below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the snot out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too. Only For





Get ready to go behind the wheel and find out what's driving Sega's big 32X system heading out this holiday season.

Sega is banking on the 32X to help them keep Nintendo and its big ape off of their backs, plus bring true 32-Bit arcade quality graphics home through your 32X adapter.

The unit plugs into the cartridge port of your Genesis, and instantly, your system will be accelerated to 32X gaming power.

The 32X will add to the horsepower already hidden within the Genesis and is 40 times faster than 16-Bit machines.

Two Hitachi 32-Bit Risc processors running at 23 mHz/40 MIPS will help deliver these arcade-quality graphics to you.

The 32X delivers 32,768 colors simultaneously with 4 Megs of RAM added to the Genesis and Sega CD.

The 32X is also able to overlay a plane of graphics over the Genesis video and has stereo, digital audio with programmable sample rates, and audio mixes with the Genesis sound. This makes the fighting scenes in Star Wars Arcade sound like you are piloting the X-Wing fighter in the heat of battle with Darth Vader and his evil troopers bearing down on you, their guns blazing.

Star Wars Arcade is a very cool translation of the arcade title of the same name. The graphics are excellent and the play is superb. But Star Wars Arcade isn't the only fabulous game being developed for the 32X. There are many other titles on the hotizon We went behind closed doors, deep in the heart of Sega territory, and hooked up with the 32X developers for an exclusive, inside, behind-the-scenes look at what each game will look and play like. However, not all of the games are complete. Some of the projects are so secret we had to use all of our charms to get you this information. The top games at launch will be Doom, Virtua Racing Deluxe, and Star Wars Arcade.

Another awesome game is Cosmic Carnage, a fighting game in which armordad aliens fight it out. Gamers choose their armor which is knocked off as the fight progresses, making the fighters more vulnerable. This game looks very good and the playability is incredible.

Sega is already releasing the X-Factor and notifying gamers that there won't be a game packed in. This is disappointing, but the games will be worth waiting for.

Gamers who purchase the 32X this month when the machine lands on the store shelves will find six \$10 coupons good toward the purchase of any of the first six available games.

In Europe, Sega has announced plans to pack in Virtua Racing Deluxe with their unit. Gamers in Europe will also be paying up to \$100 more for the unit as it will ring in at the U.S. equivalent of \$250. U.S. gamers will be able to pick up the unit for \$160.

Following the recent Sega Summit, a meeting with key retailers and Sega of America licensees, 25 software publishers signed on to publish software for the new arcade system.

All and all, the 32X and its games will be giving other systems a challenge.





COMPANIES GETTING ON THE 32X BANDWAGON

Absolute, American Softworks, American Technos, Capcom, Crystal Dynamics, Domark Software Inc, GameTek, Core Design Inc, Capitol Multimedia, Atlus Software, Accolade, Activision, Hi Tech Entertainment, Acclaim, Konami, Sunsoft, Playmates Interactive, Interplay, Software Toolworks, Takara, Virgin, Vic Tokai, Twentieth Century Fox, Rocket Science Games, and Time Warner Interactive







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GENESIS 32X is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing

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scoop by making one free phone call! Call today - before your friends do! 1-800-32X-SEGA.

GENESIS 32X

SEEA

Sega Genesis, Genesis 32X, and Wei



You are a combat trained Marine stationed on Phobeus. There was an accident and a gateway to hell was formed. Some of the people stationed on Phobeus went insane. The rest were slaughtered—all but you. Now it's just you, hundreds of insane humans, and a herd of hellish creatures. Good luck, because you'll need it! Don't worry too much-you can whomp everything on the screen. Sega is releasing Doom for its new 32X upgrade the Genesis in November. This will be the first 32X game released with the rating M, which stands for Mature Gamers Ages 17 and Up. Doom is a great translation from the original PC format, plus it has some differences, such as a few of the maps have been changed, and you will be glad to know the game has not been "sanitized" at all. Look for it in November. It's the ultimate gamer's game!

Experience the Wonder of Doom!



An experiment went wrong and everyone except you went insane, not to mention the gateway to hell was opened up. Now you must kill everything you see-human, hell spawn, and floating heads alike. You don't have to discriminate, just blast every-

thing and have fun doing it. Watch out, though or you'll end up dead!



shoot-'em-up game since Wolfenstein 3D. Play as a Marines on the planet Phobeus



So you want to know about the weapons eh? Well let me tell you about the weapons. First you start out with a 9mm, then you get a shotgun. Next comes the chain gun which really kicks butt. A rocket launcher will be your next grab. You then get a plasma rifle that toasts the









Finally the grandaddy of them allthe BFG 9000. I'll let you guess what that stands for.

Check Out This Awesome Action



All the action and enemies you loved from the original PC game are accurately represented here in the 32X version. So watch out or you'll find your brain splattered against the wall.



You have a helpful Map Option that allows you to see where you have been and find the many secret rooms throughout the levels of Doom. Use this option wisely and it will serve you well.



Barrels Explode!

Watch out! When you shoot a barrel it will blow up. This becomes very helpful when your enemies are huddled around it. Be careful, though. If you are too close, the shrapnel that hits the enemies can also cause you some damage!



One of the most highly anticipated titles of the year, next to Mortal Kombat II, is Star Wars Arcade for the 32X-a direct translation of the arcade game with a few subtle changes. Gamers can expect to be taken on a voyage through the gaming stars and onto another plateau of playability. Very seldom seen in a home gaming system, the vivid colors and the capabilities of the 32X are tested to the max. The scenario has been set-Rebel spaceships striking from a hidden base have won their first victory over the evil Galactic Empire.

During the battle, Rebel spies manage to steal secret plans of the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet. Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, hiding the stolen plans that can restore freedom to the Galaxy. It's all up you, using the Force, to get the job done.



Your Star Wars odyssey begins in Stage One and the object of this level is to dogfight with TIE Fighters. Destroy 20 TIE Fighters without getting blown away.

You have protective shields, but you also have a time limit. There are two perspectives you can engage the TIE Fighters from, a first-person or a firstperson removed view. The TIEs come hard and fast and you'll need some quick work on the controller as well as the use of the Force to get the job done.

In the second level, your mission is to fly into the destroyer and blow up its engines-not an easy feat for any Jedi Knight. Along the way you'll face gun implacements, moving tunnels, and the infamous Admiral Akbar will be calling the shots and giving you direction.

In Stage Three, you will face part one of the Death Star, It's a sublevel in your quest to reach the Death Star itself.

EVEL





In the Death Star part two, you take on the infamous Death Star trench enroute to your ultimate target. You'll really need the Force and a well-placed photon torpedo from your arsenal to blow up the big ship and the guns.



Watch for the gates in the final level, they come up fast. It's hard to get by them all in one piece. The game has four levels with two sublevels in each. The ending isn't set yet, but they gave us some inside scoops and it looks great.







Admiral Akbar tells you to make the jump into hyperspace. On your way, he gives you mission orders and tells you your final objective in the mission.



LEVEL 3-FEEL THE FORCE



Good, fastpaced action will have Star Wars fanatics in their glory when they get their hands on this game, Sega's flagship 32X title. The game features Q-sound and displays 32,768 colors. The graphics are visually stunning.









LEVEL



next exciting stage.

This game has a very realistic look and feel to it. It does the movies justice. This game is definitely going to be a winner and it has all of the makings to become a thrilling adventure.





There are two parts to the Death Star Level and it's not an easy chore to put one down the big hole and blow the concrete jungle into a million pieces, It will take some quick thinking and a lot of the Force to get to the ending of this classic 32X game.





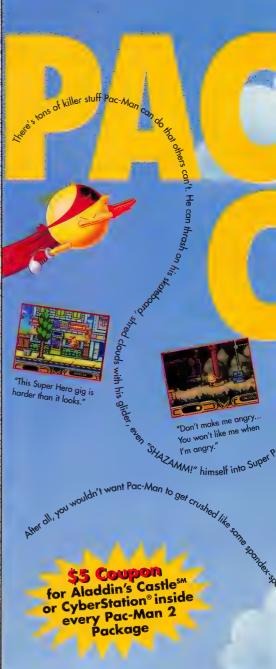
Overgrown Housecats
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Mere Mortals

Become Super Heroes

Big Hairy Apes
Think For Themselves













Your suspension really takes a pounding when sparks start flying!

CHOOSE THE CAR STYLE THAT FITS YOU!

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STOCK

PROTOTYPE



A truly fast and dangerous machine! No more bugs in your face with this baby!



Race this untested car at your own risk!



FOUR DIFFERENT VIEWS TO CHOOSE FROM!









Just like in the original Genesis version, players one and two can choose up to four different racing views during the race! The multiple views range from a behind-the-wheel perspective, to that of an aerial shot from a blimp! This great feature has also started to pop in a few other racing game such as Sega's arcade masterpiece, Daytona USA, and a new game from Electronic Arts called the Need for Speed. Just be sure you don't change views during a sharp turn!

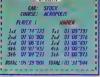
TWO-PLAYER V.R. FUN!



This is one racing game where the two player split-screen view works surprisingly well!

The animation of the background is smooth and adds realism!









THE BIG FOREST



indy car starts you off in the pit area!



The scenery for this stage is very beautiful and distracts from the actual game itself!



Be careful when you change the playing views!





The blimp view spreads the whole track out before you!





The Highland Stage takes you through in the city and more!

THE HIGHLAND















Yeesh! Time for a change of tires!

THE SAND PARK



Beautiful scenery is around every turn!



Hair-pin and heavily banked turns fill this entire course. Keep your eyes on the road!



Whoa! Keep that beast on the road, man!





Hit the checkpoint for extra time!





A futuristic Street Fighter-type clash has erupted on the 32X in outer space. Choose from one of eight characters, including four aliens.

The enemies fight it out in armored suits. In order to defeat your opponent, knock all of the high-tech armor plating from your opponent's body.

Extreme 3-D action is delivered to you as the camera zooms in and out as you fight it out with alien invaders.

Light years away, in an unchartered star system, an incident of epic proportions has occurred.

The banished crew of an intergalactic prison barge enroute to a celestial mine has overpowered their captors.

During their rebellious assault, most of the ship's controls and life-support systems were severely damaged.

For days, the barge drifted through space. The renegade crew realized that their only hope was to hijack another ship. They activated a distress beacon, and managed to lure a military cruiser within the reach of their ship. The renegades then smashed into the starboard side of the unsuspecting military cruiser then boarded it. What the renegades did not anticipate was the tremendous impact destroying all but one of the escape pods













had. Now, the four survivors of each ship must fight for their only chance at salvation—the last escape pod. Carnage begins in a big way on the 32X and this game is very good.

The large alien characters, not yet named when we previewed of the game, had the names of the developers for the time being. However, the graphics were incredible. The game was only 80 percent complete. The scaling feature of the 32X is featured throughout this game.

As you move away from your opponent, the camera angle changes and zooms out to give you a wide view of the fighting area. There are also some secret characters in the game. They won't tell how many, but from the smiles on their faces, there is more than one. We'll make them smile again when this game is done and encourage them to give us all the secret moves and hidden characters.

This is the one game that will have fighting fans fighting it out for the last copy in the aisles of their favorite stores.













METAL HEAD TAKES TO THE 32X STREET

In Metal Head for the 32X, the Sega Genesis and the 32X tag team to create great graphics and good quality Q-sound capabilities never before heard from a home system.

The robots have been texture mapped and the first-person perspective view has been added.

Different views from inside the cockpit will be included and you'll be able to pull back and have an over-the-shoulder view. In the version we saw, there was a view from beneath the vehicle looking up. But that view didn't get to see the light of day in the finished version of the game.

The different views give the game a



three-dimensional feel as you play.

A lot of the bells and whistles weren't in the game when we saw it and a lot of the music still had to be added. But the music samples and the sound effects that were included in the version we saw were deadly. When we visited Sega, the game was only 40 percent complete. It's not even scheduled to come out until late January or early February 1995.

The plot of the game is fairly straightforward. An enemy nation has invaded the Earth. You must use tanks and mechanized vehicles to scour the many levels



of the game trying to corner them and toss their metal carcasses out of the country.

It's more fun to blow them into particle dust in a sea of color, right before your eyes. It saves you a lot of running around and it's a challenge. For gamers who enjoy a high-rise view of the playing, this game takes advantage of the 32X's 50,000-polygons-per-second processing speed.

Metal Head also takes full advantage of the Q-sound capabilities of the unit.

avid mech fans with the gaming metal they have been waiting for in a home console video game.

Sega has brought out their big programming guns and put all they have into making this system smoke.

In the presentation there was very little smoke and mirrors, just a one-on-one with the programmers playing the games and asking questions.

No elaborate presentations, no one in sults sitting around blowing smoke and throwing around adjectives, just the facts

METAL HEAD

The graphics are state-of-the-art and the two Hitachi 32-Bit processors located deep within the 32X are smoking on this game in a big way.

All of the 32,768 colors are used in the segments we saw, the backgrounds jump out at you, and the lines in the road appear as though they're 3-D.

When you come across the enemies. the sounds of the bounding footsteps echo around you on all sides.

Once completed, this game will provide



TEST YOUR GAMING METAL WITH THIS **32X BLASTER**



were on hand and you can judge for yourselves. The 32X turns the corner on arcade-style game play. The scaling and rotation segments in this game show off the capabilities of the 32X.

Gamers will have to remember that this is the first generation of games for the unit and that other developers like Acclaim, Capcom, and some of the bigger names in video games have signed on to make arcade-quality games for the

Sega developers are just learning the capabilities of the 32X and the sky is the limit according to the programmers.

The twin processors of the 32X will give game developers the processing speed that they've always wanted. Add the color ability and the sounds and you don't only have a game that looks and sounds good, but you've got a game that plays as fast and as smooth as an arcade game, Sega officials commented during our recent stop over to see their 32X titles in action.

Many of gaming's top dogs have been



attracted to the 32X for a number of reasons. They're confident of the unit's processing speed and its potential.

Making games for the 32X will give the developers practice in making games for the twin Hitachi SH-2 processors. The processors aren't just in the 32X, but they are also included in the Saturn. Making games like Metal Head will give them the programming experience they need to make great games for both the Saturn and the 32X gaming systems. In Metal Heads you tower above the streets trying to rid your country of alien invaders. You have control panels in front of you and can choose from a variety of weapons to put the big hurt on those oversized trespassers. Sega's trying to do the same.

IT'S TIME TO KICK SOME METAL!



Once enemies are in your sights, squeeze off a burst of bullets to finish 'em off.



Take a good look at the detailed city. The power of 32X shines brightly.

HEY, LISTEN UP!

In case you haven't heard,



has a new name...



When you see this logo on our packaging and advertising, you'll know it's from the #1 accessories company, STD Entertainment!

So, play with INTERACT
Game Products, and
Play with an attitude!

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A bird's-eye view of the streets lets you see when when it's time to start blasting.





Multiple perspectives give you the ability to look at everything, anytime.

SEGA'S 32X X-PLOSION

Sega's on fire and the best 32X coverage on the planet has sizzled onto the pages of this month's EGM.

But don't stick a fork in our 32X coverage just yet. We've been scouring the planet for 32X tidbits and we've got the goods. Some of the games pictured here may never see the light of day in the U.S. Super Afterburner and Super Space Harrier 32X, the vivid colors and big end-Bosses complete with huge explosions, would make it a natural for the 32X. Sega doesn't think they will be bringing it out over here. Yet, there is a possibility it will be released in Europe and Japan.

Here's a list of titles that will be available for the 32X from Sega: Doom, Virtua Racing Deluxe, and Star Wars Arcade were launched with the system. Cosmic Carnage (an alien fighting game), Metal Head, Motocross Championship, and Golf Magazine Presents 36 Great Holes Starring Fred Couples will be out in December along with the 32X CD version of Midnight Raiders. The Fahrenheit 32X Sega CD fire fighting game will be released in January.

Among the other titles being worked on for the 32X are: Surgical Strike due out in February, Wraith Squadron, Tempo, College Basketball, Stellar Assault, Wirehead 32X CD, and a Sonic adventure could be in the offering. Sega isn't saying either way, but think about it.





Stellar Assault has no set release date yet.





Super Space Harrier explodes!



Fred Couples Golf is due for Christmas.



Super Afterburner 32X



Graphics: High Speed Risc processors and dual buffers allow rendering of 50,000 mapping; hardware scaling and rotation



32,768 simultaneous MEMORY: 4 Megabits of RAM in addi-

tion to the Genesis and Sega CD. The 32X has stereo, diaital audio mixed with





Ecco might not even ride Sega's big 32X gaming wave



Get It The Acro-Bat 2 Get It Theorem Your Shull









This official seal is your assurance that this product meets the highest qualify standards of SEGA™ Buy games and accessores with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM

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GHTER AND WE'RE TAKIN' IT TO THE STREETS. There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty. THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT INHERIDDO MAS APPROVED THE QUALITY OF THIS PRODUCT. ADMAYS LODG FOR THIS SEAL WHEN BUTWING BAUES AND ACCESSORIES TO RESURE COMPLETE COMPATIBILITY WITH YOUR SUPER INHERIDDO DETECTAMBRIENT STEELS, INCHERIOL, SPEC, PREP INHERIDDO DITERNAMMENT SYSTEM, SUPER MIS AND THE OFFICIAL SEAL ARE TRADEMARKS SOF MINTERIOD OF AMERICA, INC. LICENSED BY

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A FEW KEEPERS THIS MONTH IN THE **EGM** GAMING WATERS

Time to drop a line in the gaming waters and see if we can haul in a few big ones this month as the Iceman and I go fishing. We'll take a look at some very cool fishing games and other sports titles.

There are a lot of big fish prowling the sports game waters this month and the grandaddy of all fishing games, Super Black Bass, has a sequel.

Bassin's Black Bass is all its predecessor was and more-it's a keeper.

We also hit the ice with a sweet game called EA Sports NHL Hockey '95. Don't think winning the scoring title will be easy. The goalies are harder to beat and the defenses are rock solid.

Not much news falling off of the gaming grapevine, however developers are working on a 3-D hockey game for the Sony PlayStation. The ink isn't dry on the contract just yet, so we have to keep a lid on it till the deal is done.

Although the World Series is history, one rather large first baseman is hurting to get his name on a baseball cart. A big name company is working on getting the rights to the Big Hurt Baseball product.

Football is in the air and Acclaim is heading out to the gaming gridiron hoping to put the boots to Madden.



GO DEEP INTO THE END ZONE WITH ACCLAIM'S OB CLUB

QB Club is three games in one thriller, with its large player animations and a number of custom features that allow you to customize a super quarterback. You can put yourself in as the quarterback of

For the little tadpoles, we also take a look at Konami's Tiny Toons: Wacky Sports. This game is a real hoot.

The Team EGM boat is full to the brim with top-notch gaming goodies that are

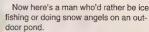


sure to float your gaming boat.

With more accurate reviews and other gaming news, Iceman and I are going head-to-head to learn all the shots to make your sports gaming time a hit. The Iceman and I have been catching some big ones in the many lakes of Hot-B's

Bassin's Black Bass. If you love this game, you'll definitely want to add it to your gaming tackle box.

Get ready to take a trip through the best sports pages in gaming as the Iceman and I act as your tour guides. Traveling through dark waters, we guide the Team EGM gaming boat into new gaming territories. Hold on tight, its gonna be a wild ride!



He needs no formal introduction, that's how cool he is. I now bring you the king of cool and my Team EGM gaming sports partner, the one, the only, Ice Cube's older brother ... The Iceman.

Helio sports fans! Welcome to another addition of Team EGM. As you'll notice in the last issue and in this one. I've been



getting a lot of trash from the Video Cowboy about how he's beating me at these games lately. Well, the reason that I am not trying very hard to beat him is that I don't want to ruin his confidence. He's good, but he can't even touch this Iceman. So, for you fans who have been keeping up with the competition in the office, you now know who's the cool sports guru in the EGM office. Now, lets get down to the dirty stuff.

As my sidekick pointed out, we will be previewing and reviewing the latest, most exciting sports game releases of the near future.

Check out Acclaim's WWF RAW for the Super NES and for the Genesis. This wrestling game is full of devastating moves that will rock your TV set!

Take a peek at the latest pics on Sega's NFL '95 that has many more options than last year's version.

These are just a few games that we've previewed. Cowboy and I are at your service to give you the latest sports games and hottest information around. So let's cut out the small talk and jump right into the sports games. I'm history!



Acclaim's Quarterback Club may put the squeeze on Madden. They're calling it the Madden Killer and it may do the job.









In the Free Fishing Mode choose from one of six lakes in this classic fishing cart.

CATCH A BIG ONE AND WIN CASH FOR THE TOP CATCH

Grab a chair and hold onto your tackle box as we tune into TNN Bass Tournament of Champions.

Next to football and hockey, my favorite pastime is fishing.

In the winter, it's too darn cold to go ice fishing, so I snuggle up with my Super NES and go to town on the various fishing games out on the market.

Let's open up the tackle box on this one and find out what type of equipment this game has to offer fishermen

You can free fish or choose the Tournament Mode. With all the money you win for your prize catch, you can go shopping in the Bass pro shop







Keep track of the fish in your Livewell. Try to become the master angler and collect cash for the best catch of the day.

is based on the total weight of the bass in the Livewell that you bring to the weigh-in.

A five bass maximum is allowed in the Livewell.

If you place in the top three, there is a cash prize.

The higher your ranking, the more cash you get. The money is automatically added to your account at the Pro Shop. In the game you can choose

from six different

BUY NEW GEAR IN THE PRO BASS TACKLE SHOP

In the pro-shop you can buy gear, new rods and reels, and lures. The only problem holding you back from the deluxe equipment is your cash flow.

When you choose the Tournament Mode, an Option Window appears giving you Tournament, Shop, or Save. Choosing Tournament will take you to the tournament start, where you can fish in three competitive tournaments: Junior,



Bass love weeds and reeds. Toss in a line with your favorite lure, then wait.

ASC, and TNN. Placing third in the ASC Mode will allow you to compete in the TNN tournament. Shop takes you to the Pro Shop to purchase tackle and lures.

Initially you start out with \$100, but don't worry because you will earn more money as you fish and win prizes.

Save allows you to keep your day's catch and any tackle you've purchased. The tournament ranking



lakes, each with its own unique shape and characteristics. To learn more about a lake, move to the lake using the control pad. This will allow you to view the Lake Stats Screen.

You can view the average fish size.

weight, and length plus the best size fish caught. If you hook into a lunker, you'll know it.

This game has plenty of playability to keep

> you on the hunt for the really big







bait. We both had a lot of fun finding and reeling in the big catches of the day.

As you progress in the game, you can enter up to four different tournaments. Placing in the top three will get you into the next event.

Start off in Stage One at the Local Amateur Tournament. Your goal is to out

fish the other 50 anglers in the tournament. It's a blast.

Your boat is equipped with a fish



Once you get a fish, press back and to the left or the right on the control pad to set the hood, or the big one could get away.

GRAB THE GAMING NET, THIS IS A REAL WHOPPER!

If you're a fan of Hot-B's first fishing title, Super Black Bass, then you're going to want to add this game to your tackle box.

It's the best fishing game I've played to date. Being from the best fishing area in the world (up around Thunder Bay. Ontario, Canada), I know my fishing hot spots. While getting this article ready, I naturally out-fished the Iceman. He was disappointed that there was no Ice Fishing Option in this game. He also used rubber worms for bait.



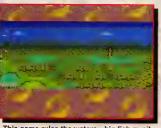
Use the map and the fish finder to find out where the big lunkers are hiding.

finder and a feature called Icons (X). When you find a fishing spot, go to the X icon, then press the X button to move around the icon to where the fish are. Cast in the direction of the fish with

the directional pad to get your line to where the fish are. The controls are very easy to master. Read through the instruction manual and contact the fisherman in your family to find out what lures to use and you'll be catching big!

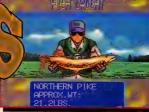






you with plenty of fight in them.





IN

SIX

PAGES

YOU'LL

KNOW

WHY

EVERYTHING ELSE IS JUST PRACTICE.

SUNDAY NIGHT

WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)

ASSM Surger had 1997 or hardy active South december 2001 to make your hard 24 to the larger or replacement of South South Company of the South S



CARRIER BOYOU RE PUGHT THERE TO SEE EVERY BONE-CRISHING HIT AND SHORESTRING THERE THE SHORESTRING THE SHORESTR

Real quarterbacks don't look through passing windows
when they draw back, so why should you? ESPN Sunday
Night NFL pages not a 1991 tight page 2015.

Night NFL pives you a fall field perspective, so you can shock off all your receivers while reasing a nickel zone, or burning

a cornerback in man to man

GIVE EN THE OLD SHAKE IN BAKE WITH UMIQUE SHIM MOVES AND SPEED BLASTS



control of your receivers. And when you complete the pass, the BZ|Cam zooms right in on the action. But you't tamble, or you'll

be dimitiated by Chris Berman taunting sou from the booth (coallism has its crice).

from the moment your QB releases the ball you've got complete

the game has audibles, volated NFL rules (like the 2-paim conversion), and play options most other games wouldn't

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FUIL CONTROL OF YOUR RECEIVERS IT THE RIPLEASE OF THE BAULLETS YO RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS

Sports Center

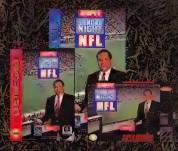
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METHAM CAN AND WILL IN EFFON
THE BROTH YOU SECAND, I'M ERIES SHEET IN MORE BETMAN, PLUS OVER I
MINISTERS OF MODIO METHAGENS

even understand. You can play an entire season in the rain, sun and

snow, and save all your stats with the battery back-up.

50 if you love passing windows, buy another game.
If you love passing, buy ESPN Sunday Night NFL.



EVERYTHING ELSE IS JUST PRACTICE.





SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.



Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when

REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.) your center gets checked into the boards, you can see it from the boards. And when your

right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

REALISTIC PUCK PHYSICS.
THE PUCK FLIPS AND
BOUNCES AROUND THE ICE

The stap shots, wrist shots, drop passes, and flip passes, all with the most



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

realistic puck
physics you've
ever seen.
Did you say
hitting?

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals.

Bill won't let you forget it.

Check out ESPN National Hockey Night.

NEU YORK DANGE TEAMS

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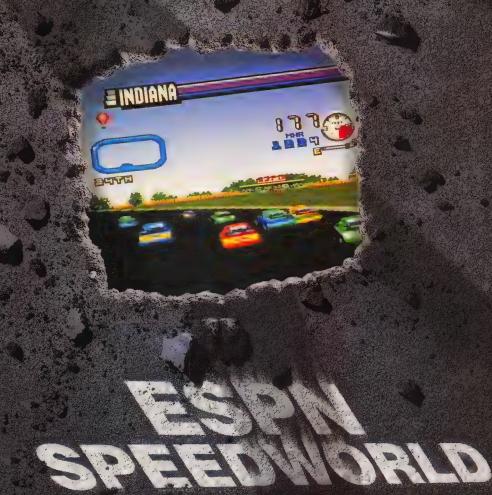
NEU STL

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.

It'll give you a whole new perspective on hockey.







IT MAKES OTHER DRIVING GAMES.
LOOK LIKE DRIVING GAMES.

ESPN Subsequent is disincipled by Sony tringgeon 2400 Spooway, Suita 550, Santa-Monica, CA 90404, Sony Big registered hademark of Sony ESPN 3nd Mags, Camera, and Saga CD are trademarks of Sept Otterprises, Ltd. All rights received. Nintendo and Super-Nintendo-Entendance.



BUNIFAND DRAFT YOUR WA THROUGH 23 DTHER COMPUTER CONTROLLED CARS

Most driving games think it's fan racing against nobody. just circling the track and waving to the pit crew.

With ESPN Speedworld, you're racing against 23 computer-controlled drivers

who would like nothing more than to plow you into a wall:

To win this race (or even finish it), you'll need to bump. stot, and draft your way around hairpins, straightaways.



CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS AND ROAD COURSES



and 3=D banked turns. Choose your track, and customize your car for maximum performance-the tires. transmission, engine, and even the paint ieb (which won't look good for long)

Once you're on the track you'll have to monitor the tire wear, body damage and

EAFIN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER

fuel consumption. And with the interactive oit crew, you can win or lose a rase while changing a tire. The battery back-up saves your state and winnings through an untire suggest. And con't forget,

& SPEEDMON

T (0), 75 H

ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the finat lap, he's going to let you know it Pick up ESPN Speedworld and start racing against the prox. Not against yourself



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN HHEN RES NOT ON THE SAMELA



PRACTICE EVERYTHING SE





Fishing near the boat launch and man-made obstacles will be rewarding.

FISH HIDE IN MANY DIFFERENT PLACES IN THIS GAME

If this game were a fish, I would have to say it would be a world-record 85-pound Lake Trout.

Before you put this one in your gaming net, there are a few things I would like to

The tournaments have rules that have to be followed to the letter.

The tournament day starts at 7 a.m. and runs to 4:30 p.m. Only Black Bass can be counted at the weigh-in.







DIFFERENT FISH SPECIES

There are eight different species of fish you can catch in this game: Largemouth: Bass, Smallmouth Bass, Spotted Bass, Bluegill, Crappie, Walleye (Pickerel), Northern Pike, (some real monsters can be caught in this game), as well as those whiskered wonders; Catfish.

When you catch a whopper, keep the line taunt and use the down arrow to keep the tension on your prize catch. If you don't, you'll be left holding your





There's only one winner in the final tournament and the competition is tough.

rod with your fish long gone.

Getting the fish to bite is an art in itself. Iceman couldn't keep a fish on his line. I had to hook him up and let him reel a fish in that turned out to be a world record.

It takes a little practice to land the bigger fish. If you find one, it's best to cast your lure beyond it and reel in the line. Repeat this process several times, and be patient. If he doesn't bite on the first or second try, he might not want to chow down on the lure you're offering. Change your lure and presentation.





Move the bart in front of him back and forth using the control pad. Reel slow, then fast. If your lure is in a current, reel fast then let the lure float back toward the fish. If he bites, it's important to set the hook-just like in real fishing.

When the fish sinks his teeth into the lure, swing the rod left or right by pressing left or right and then up or back on the control pad.

This will set the hook and make sure the big ones you hook won't get away.

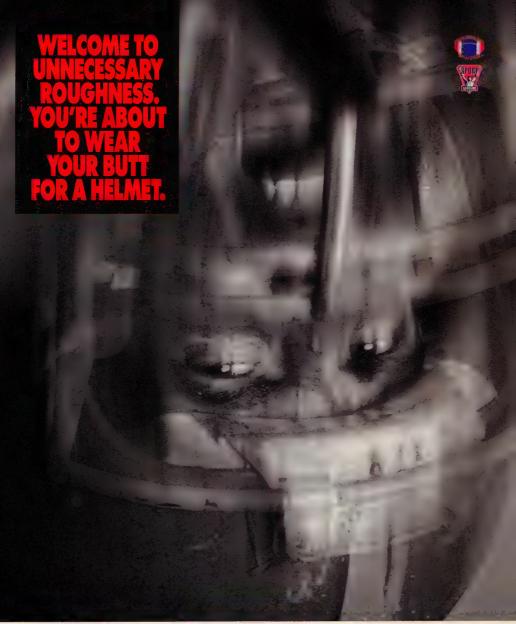
If you lose all of your lures while fishing. you'll be forced back to the weigh in area. The same holds true if your boat gets damaged. All of the catastrophes that can happen in a real tournament can happen to you in this game:

This is the most fun you can ever have in a fishing game without getting bitten by black flies or mosquitoes. BBB is one addictive game that will last through many weekends. The Video Cowboy brought some big ones home and forcedme to look at the photo shots of his fish. I guess I'll be going back to this game to catch up to his poundage and get some photos for myself.



Now, here's something you fishermen have been looking for. BBB is one exceptional fishing game. It's easy to get into and it doesn't rely on technical features of catching a Bass. The moment you get on the lake, you're sure to catch a bass in no time. Great animations of fish swimming, and the sequences of catching a fish are very realistic. Very addictive game.

If this game were a fish, it would be a 60pound chinook Salmon. This game is better than Hot-B's first game, Super Black Bass. If you love fishing, you'll definitely want to put this one into your tackle box. You'll be glad you landed this game-it's a winner. The iceman even liked it and there were no ice fishing sequences. This game is a large catch.



Players Juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right

UNNECESSARY ROUGHNESS'95 moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis." It's about football. About winning And about leaving the field under your own power.



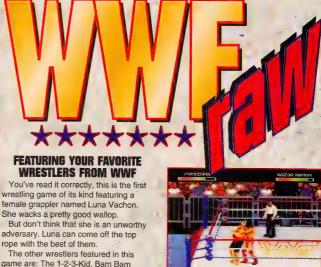
ROCK THE RING WITH FAST WWF WRESTLING ACTION





Time to go off the top rope with another fast-action slam fest with all of your favorite World Wrestling Federation characters.

The game has 24-Megs of raw wrestling power. This time around there are hidden special moves each of the characters has in his/her arsenal.



Get your opponent to say UNCLE

as a new added submission feature. turnbuckles, perform the super fast clothesline, and even field-goal kick your opponent out of the ring.

It's also the first four-player wrestling game that can see you and up to four. others take to the ring using the Super Multitap on the Super Nintendo system. So, invite your friends over and get some rope action as you join in the brawl.



Bigelow, Owen Hart and his other brother Bret Hart, Razor Ramon, Diesel, Doink, Shawn Michaels, The Undertaker, Lex

Luger, and Yokozuna. They come com-

plete with their own signature moves and





WWF RAW features all new moves that are easy to perform, including new and updated signature moves.

high-flying wrestling maneuvers.

The Piledriver. Atomic Drop, the Suplex Slam, Flying Elbow Smash, the Super Drop Kick, and all-new pins and submission holds are in this one.

If you are so inclined, you can put the boots to the referee and knock him senseless.

In this latest version you can do cannon balls off of the

















ENTERTAINMENT SYSTEM

GENESIS



Continued from Page 210

TAKE TO THE RING WITH FOUR OF YOUR WRESTLING PALS







The Atomic Drop and all of your favorite WWF moves have been added to RAW.

If stepping into the ring is what you like to do best, then WWF RAW has what it takes to toss you off of your couch and into the ring.

Another cool feature of this game is activated when you step out of the ring. You can pick up items around the ring to smack your unsuspecting opponents with when the referee is not looking, or is unconscious or incapacitated.



New character animations, backgrounds, and a configured ring with the WWF RAW logo add to the enjoyment of this fast-action wrestling cart. Everyone will want to go out and grab this cart.

The Iceman and I went off the top rope and he pummeled me.

He played as the gruesome Undertaker and I chose to play as Yokozuna. He put me on ice and six feet under.



You and four friends can choose your favorite wrestlers then go off of the top rope on any one of the four turnbuckles.





Test your strength against the greatest wrestlers that the WWF has to offer.

He used a variety of tactics in his decisive victory including smashing the referee in the head with a chair.

A totally cheesy move on his part, but at least he got the win.

It's good to know that the high-flying wrestlers can climb on any one of the four top ropes then drop onto unsuspecting opponents.

I may have lost against the Iceman, but I got some damaging moves in. It is not that hard at all to time the super drop kick so that they land on the chin of your opponent.

We played this game for hours and didn't get tired of it. The animations are well done and the game is fun to play. It's definitely a winner!

WARNING: WATCH OUT FOR FLYING CHAIRS OR BUCKETS

If you are a wrestling aficionado, then jump into the WWF RAW ring and test your metal against the greatest athletes the WWF has to offer. You'll be jumping off of the top rope in no time!







SPEND THE REST OF YOUR LIFE 24 SECONDS AT A TIME.





NBA" LIVE '95, IT'S FAST, IT'S ALL NEW, IT'S FASTER.







IT'S PASSIN', BEHIND-THE-BACK, THAT'S FAST, ON THE RUN, THAT'S FASTER, DUNKS







THEY'RE FAST, ALLEY-DOPS, THEY'RE FASTER, LAY UPS, THREE-POINTERS, BACKIN' IN.







ALL FAST, FAST BREAKS, LIGHTNING FAST, IT ROLLS, IT ROCKS, IT PICKS, IT BLOCKS.

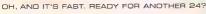






















THREE GAMES IN ONE KICKS OFF YOUR GAMING SEASON



There are many cheap imitations, but there are very few football games like the Club. It's a sure-fire way to steal boredom from avid sports gamers who enjoy fine football games.

This cart is loaded with 24-Megs of fun and features three games in one. The player animations are huge and





MADDEN BETTER WATCH OUT FOR THE CLUB!

the controls are easy to master. The lceman and I went head-to-head on this game. I picked the Cowboys and he picked the 49ers. As usual, the Cowboys put the boots to the 49ers during the regular season.



Enter the QB challenge as you compete against the other QBs in the league.

In game two, I chose the Bills and he took the Los Angeles Raiders: This time I got handed my lunch by the Iceman. He also beat me at the Quarterback Club segment of the game where all of the NFL's top quarterbacks get together to test their metal. He's good ... he's great ... he's the best ... NOT, but he's a pretty

fair football gamer.
You'll enjoy some
of the many features the game
offers. The game
play is good and the
scoreboard anima-

tions are colorful.
On both sides of
the ball, there's a lot
of variety in terms of

play calling.
With the man in
Motion Option on
offense, the number
of plays you can call
is virtually unlimited.
There are 216 plays
to choose from on

defense with the

Fipping Option. Only a portion of those plays were actually available when we took to the garning gridiron and put this game through its paces. We can hardly wait for the finished version!











Go for the end zone with real NFL teams and players. Advanced artificial intelligence allows blockers to follow the play.









OB CHALLENGE TESTS YOUR GAMING SKILL

Gamers can play in pre-season, regular season, multiple season, championship, Pro Bowl, Crunch Time Simulation, or in the Quarterback Challenge Mode.

The Crunch Time simulation brings up different game situation scenarios. Your team is down by 10 points with five minutes to play or down by six points with two minutes to play. The situations are challenging and add a dimension to the game that players haven't been introduced to before.

The Quarterback Challenge tests your gaming speed, reflexes, accuracy, and



above all, your keen gaming eye as you hit moving targets for points or run through the obstacle course to try and get the quickest time.

You can also put your quarterback's arm to the test in the long-distance throwing portion, as you toss the ball using one of the NFL's top 20 quarterbacks.

Up to five players can play the game using the multi-tap adapter. Before starting the game, you can



Controlling the man in motion in the back field gives you a new range of options as you call the plays using your favorite team.



choose different types of weather conditions, such as fair, rain, snow, heat wave, and cold snap. Wind conditions change automatically in outdoor stadiums.

The players also react to the various weather conditions. During the cold snaps, it's harder for the receivers to catch the ball.

There are three levels of difficulty, like Rookie, Pro, and All Pro. Gamers can choose from four, eight-, 20-, 40-, and 60-minute games.

There are no passing windows. Colored arrows show you the extent of the coverage. Yellow means player is covered slightly. Red means double coverage—don't throw. Green light means bombs away—go deep into the opposing end zone for a quick six.



You can create your own QB or put yourself into the challenge of regular play.

TEAM, SEASON, AND PLAYER STATISTICS KEPT FOR YOU

All of the new rule changes for this season, including kickoffs from the 30-yardline and two point conversions, are in this game.

Statistics on the progress of your team, players, and season are all kept by the computer. One of the coolest aspects of this game comes from the advanced artificial intelligence that was programmed into the game. When one of the blockers makes an initial block, he goes down field and continues to block until the play is dead. On defense the same holds true with pursuit during a play. The game is very realistic and Madden lovers will want to check out Quarterback Club.





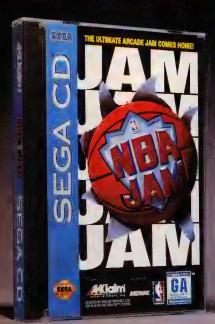
Using a five-player adapter, up to five of your friends can hit the field with you.

"it sizzles."

"...this is one you gotta have!"

"the best hoops game ever created..."

ELECTRONIC GAMING MONTHLY



"The hottest video basketball game around"

NOW ON SEGA CD' AND GAME BOY'!

(With Updated Player Rosters)













HIT THE ICE WITH THE BEST HOCKEY GAME EVER MADE

Time to hit the ice and rush the net with EA Sports' newest hard-hitting venture onto the gaming ice.

It was a long off-season for the gang at EA Sports. They pounded this game into shape and redesigned the entire cart.

From blue line to blue line, this game is faster than ever. The defenses are tougher and a new, advanced artificial intelligence has made it harder to bulge the twine (score).

The goalies are quicker, and those cheap dekes and turnaround moves won't work this year.

One timers are easy to master and the puck can fly off your stick like lightning.



All of the NHL's superstars are ready to take to the ice and win Lord Stanley's Cup.

Don Cherry will be none too happy.
Cherry (the pugilistic prognosticator, man with the loud ties, former coach of the Boston Bruins and now analyst on

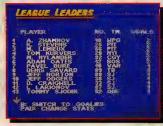
Hockey Night in Canada) likes fighting in hockey and so do
I. But,
'there are no fighting segments in this game.
Gamers can

Bettman, president of the National Hockey League, for this nofighting approach to the game.

thank Garv

Electronic Arts has increased the standard of gaming hockey once again with this cart, despite the lack of a fighting feature. There are trades and a lot more statistic-saving features in this year's version. At least those tidbits will try to make up for the lack of brawl fests. I was truly

BYE BYE BRAWL FEST! HELLO OPTIONS!







disappointed with the No Fighting Option in this hockey game. When leeman and I were playing the game there were some sketchy times. Throughout the game, I wanted to drop the gloves on the Iceman and exact some old-fashioned hockey justice.





I HATE EAGPORTS.

THEIR GAME PUTS YOU ON ICE WITH US. US. GUYS LIKE MESSIER & BOURQUE GRIZZLED VETERANS OF BRUTAL Q



AND YOU? NEVER SPENT A DAY OF YOUR LIFE PLAYIN HOCKEY BUT YOU'RE BANGEN HEADS WITH US NOW IN GETTIN NAILED AND ITSNOT DOMI OF BEVILE BUOM ITS YOU GIVIN





THAT MAKES THE BOARDS RATTLE. A COUPLE OF



ROY PASSES

MONSTER SLAP & THE YEAR'S TO GET MOVES LIKE LINDROS. YEARS. BUT HERE YOU ARE WITH A FASTER GAME

THAN BURY, FEDOROVOR ROENICK AND YOU DON'T EVEN KNOW HOW TO SKATE. WHAT'S NEXT





RESNACKIN'ON PUCKS? AND MEZ WIFIT ALL THIS



GOIN ON I'LL PROBABLY END UP IN FLORIDA OR YOMETHIN!

WHO DO YOU THINK YOUARE EA STORTS?

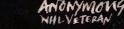
ANONYMONG NHLVETERAN



NHL

0/95





Continued from Page 218

BIGGER PLAYERS AND SMOOTHER GAME PLAY



This game skates circles around the competition, as usual

If you're the Gretzky of your gaming block, your old tricks won't work on this game. You'll need to go back to training camp. Take to the ice in your own gaming NHL Hockey minicamp in order to perfect your one-timers and precision passes. The key to being successful in NHL '95 are quick passes, keeping your head up, and rushing the net even when the goaltender has the puck.

If you've been a fan of this game in the past, you won't be disappointed with this newest version.

It's a great game made better, and the Iceman and I have been going crazy with

I beat him 2-0 with the Montreal Canadians against his Chicago Black Hawks, one of the better teams in the game. I'm still the NHL Hockey Champion of the office, but I'm sure glad





Hard-hitting action awaits you and your gaming pals on the ice with EA Sports.

glad the Trading Option has been added to this year's version.

With a lot of movement in the NHL expected from now till the season starts. it will be easy to update your favorite teams and add the players who make it into the big leagues with their strong showing in training

Injuries are back, and how hard you hit members of the opposing team



One-timers from inside the blue line and guick passing plays are the keys to bulging the twine and staying in the big leagues.





dictates how long they will be out of commission. One period, two periods, or an entire game or season can be missed due to injuries to the superstars of your team

All I can say is go for the superstars early in the game and knock them

REPLAYS RULE BOTH REVERSE ANGLE AND NORMAL VIEWS



senseless with hard checks and high sticks. Be sure to turn the penalties off before you do-whatever it takes to lay the opposing players out on the ice.

The big-name players are quicker and harder to stop. That's why good strategy includes giving them a Sherwood or a Titan shaft in the chops. Only on the gaming ice, of course. When you play. real hockey you should wear a suit and tie like Gary Bettman and call all of the shots from the stands without ever having played the game, not even with a joystick. Whether you like the politics of the National Hockey league or not, you'll love NHL '95 for the Super NES.



Here it is again, and better than before. This year's version of NHL brings us closer to the real thing with many more features involved. The hard-hitting action on the ice just got bef-

ter with the animations of players. Of course the action has gotten much harder and the speed of the game has gone up. EA is truly the king of sports games

fun from start to finish.

Playability

This game kicks ICE. The larger player animations and the advanced Al of the gaming computer make the defense tougher and it's harder to score. Cheap deaks won't fool the goalie this year. The new Trading Option and souped-up processing speed make this game rock on the Super NES. The animations are excellent. The game is



SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE.
YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48
TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE
90 TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1
TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR.
WAAAGH! TOP GEAR 9000. IT'S, LIKE, LIGHT YEARS AHEAD.



Adventures

WELCOME TO THE WACKY WORLD OF SPORTS

The Tiny Toons are back and competing in some of the wackiest sporting events around. Pick from four Tiny Toon characters and compete in the challenges as you try to win the one million dollar grand prize.

Compete in the ice cream-throwing event, weightlifting contests, a chicken



dash (where vou run along a cliff collecting stars, trying not to fall off the edge of a cliff).

woodchopping races, an obstacle course where you must race against the



other characters to reach the goal, plus many more wacky sports from the world of Tiny Toons. This game is very mindless, and doesn't rely on much strategy. The only thing that will help you out in this game is how fast you can tap on the button. This is very crucial to achieve great speed and strength on the challenges. Now, compete and bring home the bread and butter!





MASTERS CLASSICS

CATCH SOME REAL BASS IN T*HO'S 3-D FISHING GAME



In this 3-D fishing game vou'll be able to see the fish swimming around the lake's floor. As you fish

Take your

you can tell where the fish are and move your bait or lure toward them through the 3-D water. Catching a fish is not easy-it takes patience to find and hook the big ones. To make your fishing easier, visit the shop and look at the lures, reels. lines, and other equipment that will make you the master of the row boat.



After finishing the Practice Mode, why not enter the tournament and collect some real

green? First, pick from a variety of fishermen/women, each having different fishing styles. As you compete and collect money from the tournaments, you'll be

able to upgrade your equipment to have the best fishing gear around. Take home a big one.





60 UP THROUGH THE GEARS WITH ESPN SPEEDWORLD

Time to change gears and speed out onto the many tracks of this game with the kings of 24hour sports coverage.



Take the advice of the doctor of the racing pits, Dr. Jerry Punch, and compete in a Single race: Season, or Head-to Head



You can even tweak vour car settings to ensure that you get the most out of your car.

SPEEDWORLD

Your computerized opponents aren't afraid to mix it up in the corners or in the straight-aways. Just make sure you're not asleep at the wheel so you can steer clear of the wreckage when one, two, or more cars get tangled up.

If you feel the need for speed, take it to the track with the many great racing options in this game. Study



the track shape and the condition it is in. You can even pick the type of tires and the paint job you want on your car. I gave the Iceman a driving lesson, as I blew by him and captured the checkered flag and the Team EGM title.



FROM NOW ON, ALL FOOTBALL GAMES **BE JUDGED ON A SCALE** OF 1 TO MADDEN '95.



CC You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will.





Pilin'em up. Pilin'em up. Season long player stats tell you who's pullin' their weight.





Hey, after a tough day at work you wanna'do a little celebrating. Every year it's something new. Just ask Givins and Hill.







After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this.





Grab a couple of guys, get a tournament together, and go at it.

When you got all those big guys out there bangin' around, injuries are bound to happen.





 $rac{BOOM!}{}$ That one knocked the stuff right out of his locker.

This year we got the real players. Names, Numbers. They're in the game.









CC Some backs just high step

right over you, others

go right through you with a straight arm, Marshall Faulk might do both.

> The Cardinals 46, the Bucs Pirate, defenses from around the league. The real stuff.





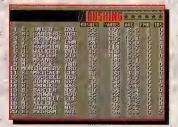


TIME TO KICK OFF ANOTHER EA SPORTS FOOTBALL SEASON

Time to park the gaming bus on the sidelines and give you the lowdown on FOX's newest football analyst. Madden's back and better than ever, in another realistic version of an exciting game. New player and scoreboard animations add even more excitement to what has been



a consistently awesome game. This year (like in the past) the game features all 28 of your favorite NFL teams, their logos, and player rosters. You can make substitutions at any position. Player injuries that affect full-season stats and player availability are also included.





A new World Record feature saves your personal best Madden achievements.

MAIIIEV

ALL OF THE NEW NFL RULE CHANGES AWAIT YOU



If you enjoy heading out onto the gaming gridiron, then you can't go wrong.

There is a new way to view your receivers—the passing windows are an option, but you can also remove the windows and scan your receivers as they run their patterns down field.

As they run, the A. B. or C button appears beneath them. Press the button for the open receiver.

If you love statistics, everything from tackles, interceptions, passing, and rushing stats are kept for you in the memory.

Can the members of your team make the gaming pro-bowl? Compare your numbers at the end of the season against the pros to see how you fare against your favorite NFL teams and players.

Each team has a 54-man roster and you can create up to 60 of your own players. Create your team's depth charts, because injuries can play a key factor in the Madden '95 gaming season.



of fun playing this game. This is one game you won't get tired of quickly and pigskin prognosticators of all ages will be hogging the controller once

they get their first taste of Madden's.

newest tailgate party entry.

Each player will be assigned skill ratings in up to 13 different categories.

Madden fans!

Realism

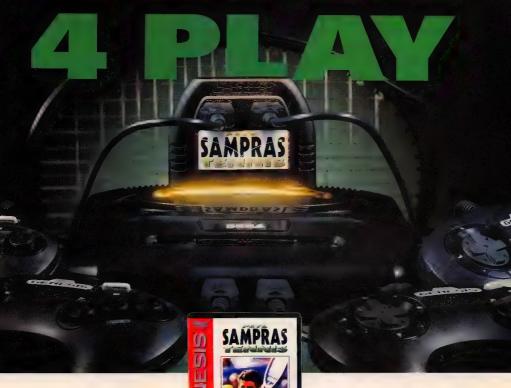
Another great upgrade for all

I've been a dedicated fan of the Madden series. This year's version has my vote! New animations of players are welcome, as are the new plays that Madden has designed. Madden NFL '95 has many more features and options that you will enjoy like the specific injuries that happen on the field.

444

Realism

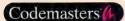
The gaming gridiron wouldn't be the same without Madden, whose always pushing the envelope of great game play. This year's version is no different. It has new player animations and some new, innovative features to make it a real contender. The graphics don't have the zip they had in recent seasons. I'm disappointed with the look, but not with the way it plays.



Introducing the revolutionary NEW J-CART, the only cartridge that plays 4 at a time without adapters!

Pete Sampras Tennis just aced every tennis game on the market by serving you the J-Cart, the world's first game cartridge with 2 extra control pad connectors built right in! All other tennis games get caught in the net of needing separate hardware or extra adapters. Now you can play simultaneous 4-player games—no adapter required!

Developed by



You can match skills against
Pete Sampras himself or any of 32
different computer opponents of all
skill levels. Or host an 8-player tournament, all on your choice of grass,
hard or clay courts.

Put yourself in center court with state-of-the-art graphics, sound effects and 18 World Tour locations.

Pete Sampras Tennis with the innovative new J-Cart. No extra hardware. No separate adapters. Just pure gaming action!

Available on Sega" Genesis" and Game Gear."



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ELECTRONIC ARTS
CANTERNAE SIZE
16
MELEASE NATE
NOVEMBER
OF PLAYERS

KICK IT OFF WITH ANOTHER SEASON OF FIFA SOCCER

It's another season for FIFA fans. This year's version is similar to its predecessor—all of the features and options are intact. Play in Leagues, Tournaments, and Playoffs. In the League feature, you'll be able to pick a country to play in. Then pick the state that you'll be representing to compete against the others. Lastly, in the Playoff Mode you'll see a bracket of all of the

FIFA SOCCER



teams that have made it to the playoffs and are now competing for the Championship Cup.

You must win every game if you want to get to the finals.

FIFA's action on the field is just too real. All of the players' animations are so lifelike that the volley header, the bicycle



Every aspect of the game adds to the lifelike feel.

kick, and the cool goalie saves are like watching the real thing. With the roaring crowd and the action on the field, you'll feel like you are actually in the stadium.

Even though the actual game is similar to last year's, this is a great sequel.





SEGA'S COMING BACK WITH THEIR '95 EDITION OF NFL



their hands full when they were producing NFL '95. In EGM #62 I mentioned this game

Sega had

and the features it has. The newest feature, the visual perspective of the field while in the sequence of passing, has greatly changed the way the game plays and the way you view your receivers in order to more accurately know when to



The animations of players have been improved, giving it a more realistic feel!

pass the ball to them. But, this is not the only feature that makes the game flow. The animations of the players have been improved to give you a more realistic feel

of the game. In the stats department,



NFL '95 is loaded with

down to the very last player. Improve your stats and records as you continue your road to the Super Bowl. In-depth, extensive stats of football players and team records are in here. Create your own team of players to go against the best teams in the league.

Enjoy the game on another level as you

plug in the Team Player and play four players at one time. This is one cool football game!



NFL





Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up^{**} electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up^{**}, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around.

Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.







SOME RACTNO



SÁMES ARE MORE



IN YOUR FACE



THAN OTHERS.



COMENG THIS NOVEMBER FOR THE SUPER NESS.







out of the ring can be performed. For those of you who

enjoy tag-teaming action with your pals, WWF RAW is the first fourplayer wrestling game. Gamers can use the Sega four-person adapter and climb into the ring to slam it out.

It's also the first time that a female wrestler has been included in a game.





Fighting outside of the ring couldn't be more fun with the chair and the bucket.

The dreaded Luna Vachon is ready to launch her attacks against any one of the other 11 wrestlers in the game, including the 1-2-3 Kid, Bret Hart, Diesel, Doink, Lex Luger, Yokozuna, The Undertaker, Shawn Michaels, Razor Ramon, Owen Hart, and Lex Luger.

Gamers will be glad to know that the wrestlers can climb any of the four turnbuckles and take to the air in this solid WWF game.



You can come off the top rope from any corner and come down with some power.

GET READY TO RUMBLE WITH THE STARS OF THE WWF

Wrestling fans get ready to take it to the ring once again with an all-new, ringrocking adventure.

Let's take a trip inside the ring to find out what new features are included in this massive 24-Meg power cart. All of your favorite characters who haven't jumped

RIGELOW



ship and gone to the WCW, are waiting to

perform their signature moves on you.

Choose from any one of 12 of the finest

grapplers in wrestling, with their own real-

istic performance attributes built into the

and style-all of these things are factored in, making this game very realistic, both inside and outside of the ring. This game has

everything wrestling fans will need. including special, super-human mega-moves that can be accessed with secret button combinations. Cannon balls off of the turnbuckles. and field goal kicks



Put the referee down for the count, while you get ready to inflict major punishment on your wrestling opponent.

TECMO GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

ALL TECMO° SPORTS GAMES FEATURE:













- Tecmo's unique menu driven environment.
- Genuine player baseline stats.
- · Real players.
- Real game schedules.
- · Player injuries.
- · Create your own star teams from real players.
- Battery Season Saver.
- Instantaneous statistical update.
- · Team & player rankings & stats.
- Changeable team line-ups.
- Call & execute plays.
- Reset feature to clear saved statistics.
- 3 difficulty settings.
- Play tournament style.
- Player substitutions.
- · Pick-up & play pre-season mode.
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.













EW WE HAD A GOOD THING WHEN WE MAI

Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

GAME HINT: The more you know and understand about your favorite sport the more successful you'll be playing Tecmo Sports Games.

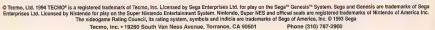




GENESI

















The new rule changes including kickoffs from the 30-yard line are in the game.

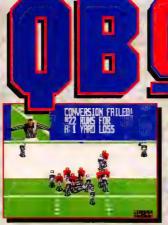
ACCLAIM HOPING TO SET NEW FOOTBALL GAMING STANDARD

Acclaim has done their homework and hope to set the new football gaming standard. Having their work cut out for them, Acclaim has to provide a good play book. All they have to do now is to put on the pads and take it to the gaming field.

All 28 of your favorite NFL teams are featured in this game, including team names and logos, as well as the NFL Player's Association licensed Quarterback Club, and 20 top QBs.

The game is 24-Meg and there are very few things the producers of this game didn't think of when designing this game.





FOOTBALL FANS WON'T WANT TO BE WITHOUT THE CLUB

On offense you can control the man in motion, setting up a virtually unlimited number of offensive plays.

There aren't any passing windows. instead you can see the entire field of play. When your receiver goes out of range, three colored lights determine



PLAY HARD, GO DEEP, OR STAY ON THE COUCH





plays by flipping through a menu. Instant replays are included with a Smoot Cam, isolated view on key players, and the game is compatible with the six-button controllers. Football fans won't want to play football without The Club.

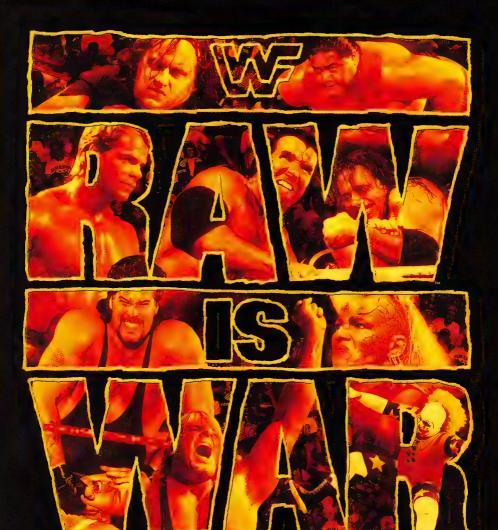
what coverage you are facing. A red light means double coverage, or your man is covered like a blanket. A yellow light means the coverage is fair and be cautious. The green light means put one up cuz your man is wide open.

The concept of the lights works plus the passing and play calling functions are easy to understand and execute.

On defense you can choose from 216



The colored arrows tell you how open your receivers are, plus which button to push to get the open man the ball and a first down.



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GAME BOY®

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GENESIS"

GAME GEAR



ALL NEW MEGA-MOVES LIKE THE CANNONBALL...



AND THE FIELD GOAL KICK!



FIRST 4-PLAYER
GAME!



OUT-OF-THE-RING MAYHEM!



NEW PINS AND SUBMISSIONS!



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FEATURING THE NBA TEAMS IN NBA LIVE '95 FOR THE GENESIS



Ever since Electronic Arts began making basketball games for the Genesis.

NBA Live '95 is the best vet. All of your favorite players from the league are here. All-new dunks from different angles toward the basket

make this cart jam! Check out the awesome alley-oops! Run different styles of

the graphics and game play have greatly improved. Now, with the new 30-degree perspective of the court and awesome new animations of players.

TEAM SELECT

SCORING

EVERALE

noticeable.

Of course.

you can

plug the

a Super

game into

Game Boy

and watch





playoff, and the championship. Injuries are included as well. You may have to sit out of several of the games depending on the injuries you've received. In-depth stats of players can be saved and improved throughout the season. These are just a few of the features this game offers. NBA Live

'95 is a totally cool game. You won't want to miss this one!



MADDEN SETS UP HIS PLAYS ON THE GAME BOY

The 16-Bit title has reached the Game Boy. With the help of Madden himself you're able to use his very own plays on the field. Run a variety of offense and defense plays.

For a Game Boy title, the graphics and the action on the field are quite



hitting action on a real screen. Madden '95 surprisingly has stats that

shows you

the teams'



performances. In picking your team, notice the Comparison Screen where you're able to see who is the better of the two.

If vou've been waiting for that perfect football game for your Game Boy, here it is:



112 95



SEGA HAS SIGNED UP A TRUE GOLF PLAYER



come to Fred Couples

Welthe world of golf, as hosts his

own golf game for the Game Gear. View never-beforeseen images of Fred as he takes



you on his favorite courses. Although it isn't 16-Bit, the graphics

are incredible. Features like cinemas and in-close action

of the game make this even better. Play in the Practice Mode or if you're

ready to play against the pros. grab your gear and compete in the tournament, allowing you to win



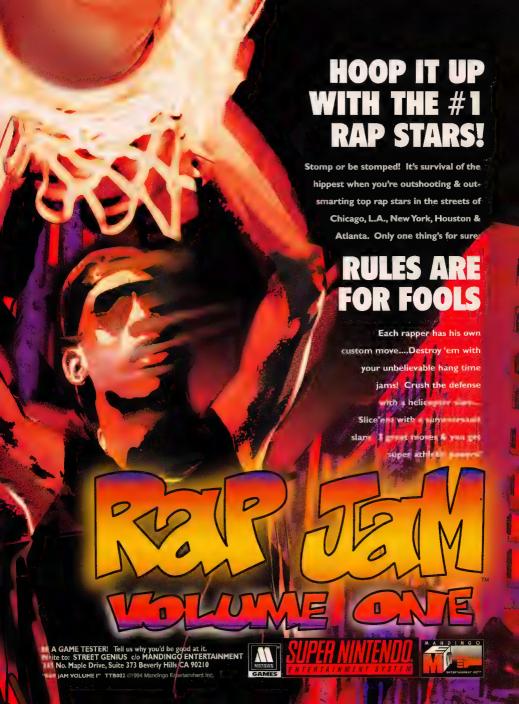
money. Increase the difficulty setting to increase

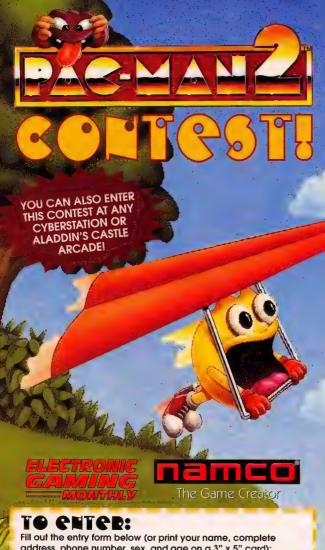
the challenge. Don't forget tips from your caddy and Fred himself.





This is one fast-paced comical racing game. You get to race, play soccer, or be in a bumper car contest. What else can you ask for? The driving perspective runs smoothly, with great sounds in the background. Tons of great tracks to race on. Cool game.





address, phone number, sex, and age on a 3" x 5" card):

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Sex: DM DF

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- Trip for 4 to Disney World, Orlando (4-days. 3 nights-hotel, airfare, passes to Disney World & Universal Studios)
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 - One Genesis system
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- One official Namco Pac-Man 2 mug
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Contest Rules: 1. No Purchase Necessary. To enter, mail a standard sized poet card to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Contest expires D 16, 1994. Entries must be received by December 16, 1994. All entries bed cted by Sponsors) for four to Orlando, Flo city and hotel accommodations (to be selected by Sponsors) in Orfando, for four people (two rooms) for 4 days, 3 nights (one of which shall be Sa and passes for 4 to Walt Disney World and Universal Studios. Travel mus lined by a random drawing from all valid entries by Nan rize acceptance within 30 days of receipt or forfeit prize. By er(s) agree to the use of their name and/or likeness for pure

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SUPER NES

t was a dark and stormy night and Diddy Kong was on guard watch, making sure no harm would

come to Donkey Kong's treasured stockpile of bananas. While on duty, Diddy was ambushed by Kommander K. Rool and his henchmen. They waisted no time in taking all of the bananas and placing Diddy in a barrel. The next morning Donkey Kong finds his way to his cave only to discover that his bananas and his little buddy Diddy are missing. In a rage, Donkey Kong promises revenge and starts out on this adventure to find Diddy and reclaim his bananas. Early in the game you will find Diddy, then it is up to the two of you to defeat Kommander K. Rool and locate your bananas.



FACT FILE DONKEY KONG

MANUFACTURER

KER # OF PLAYERS

NINTENDO

AVAILABLE .

CARTRIDGE SIZE

NOVEMBER

THEME

% COMPLETE

ACTION

THE GOOD

Without a doubt, this is the best game the Super NES has ever seen.

THE BAD

Excuse me ... the what? Not in this game!

THE UGLY

Any other game after playing this masterpiece.

Helpful Icons:

These items will halp you receive guys throughout the game.

Grab 100 Lach for a free / 5 dana bunch l

Balloon:

Lenter:
Spell
CO-M
T-2
C)-R

Animal Tokens:

When you find three of the same gold tokens, you will go to the bonus stage.

En Garde Stage:



Collect as marry tokens as possible when you swim through the coral.

Winky Stage:

As Winky, you will be able to jump up to some pretty high parts of this cave.



Rambi Stage:



Charge your way through this ice stage as Rambi. Be sure to watch your step

Espresso Stage:

With wingassisted leaps Espresso capgrab several tokens with



Barrels & Kegs:

Here are all of the barrels that Donkey and Diddy can use during the game



K BANKE.— (mg barrel mill-have your riend inside if you're by yourself. Break the panel to release him



Fig. KEG— ha kag wont break. After you throw one, it was keep colling. You con even the an REGULAR LARRES.







When you're inside this barrel you will automatio ly be shot out of it.



CONTINUE SARREL with this barrel, so if you directly will restant at their

Donkey Kong Atlas:



Here's the map of the seven locations you go through to take on Kommander K. Rool.



Level One: Kongo Jungle

In the first section of the level, you will find your little buddy Diddy. For the most part, the levels here are straightforward. Be sure to break barrels on the side of hills to find secret paths. You will also be able to find Rambi and En Garde in this



To destroy this Boss you must jump on his head repeatedly. Be surë that the beaver is on the ground to ensure a safe hit.









Level Two: Monkey Mines

Inside the Mines, there's a Mine Cart Level that gives Donkey and Diddy the ride of their lives. The majority of the levels here have a dark, ominous look to them, so be alert for anything and everything that happens. Winky is just waiting to help out here.







Jump on top of the vultures so you can get to Winky.





As soon as Necky appears on screen, jump on the tire to gain some extra height so you can land on top of Necky's head.



Level Three: Vine Valley

The Vine Valley is mostly made up of two main forest levels. The most difficult aspects of this level are the bees. The only way you can hurt them is by throwing a barrel their way. Prepare yourself for an intense ride on the rope section.



barrels and throw them at the Big Zinger, Wait for him to turn back to his original color before hitting him again

Grab the

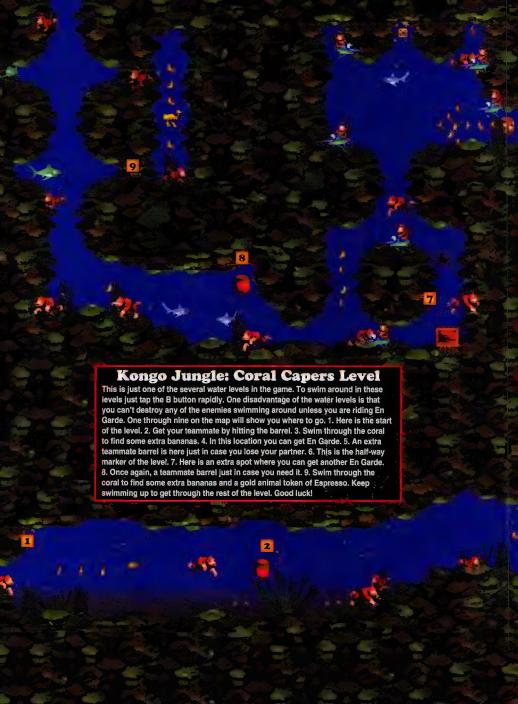




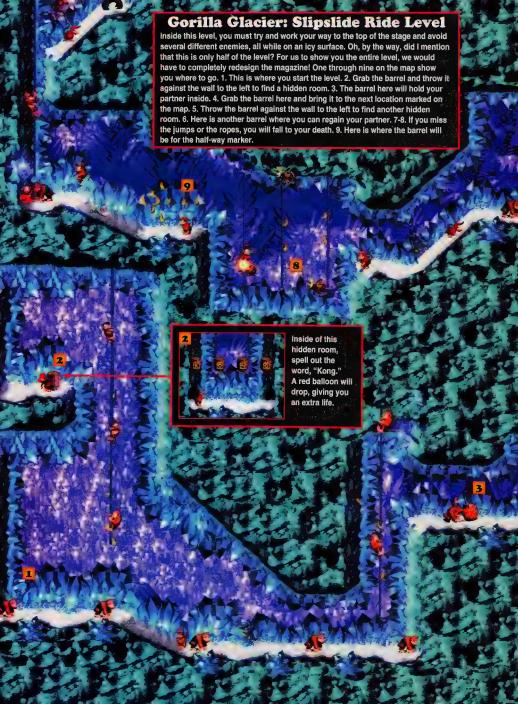


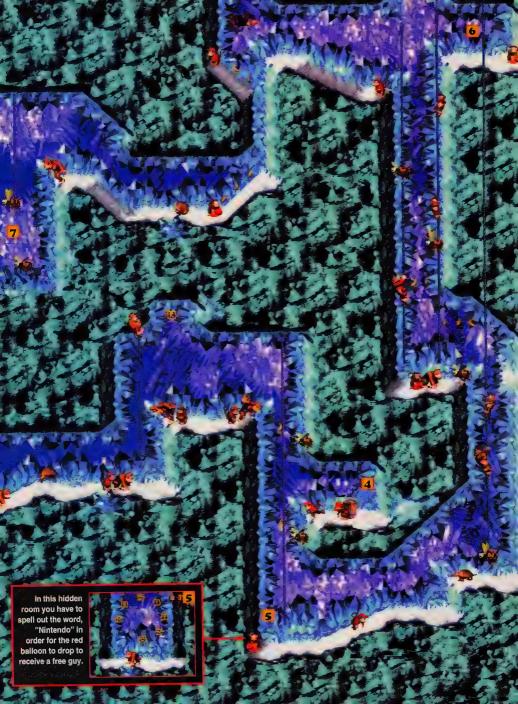


Climb up and down the vine as it moves toward incoming vultures.











Level Four: Gorilla Glacier

One of the most impressive levels in the game. The snow effects are great, plus play a big part in your visibility and movement. There is also a Dark Cave Level that you need the help of Squawks the parrot to surpass.



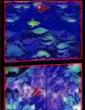
Kill the beaver the same way as in the first level. The Boss' pattern has changed. His jumps are more

unpre-

dictable.

Really Gnawty Rampage









land inside the barrel.



Level Five: **Kremkroc Industries**

In the Kremkroc Industries. you must work your way through polluted waters and caverns. The main section of the level is an industrial warehouse—the lights inside are constantly being turned off. Just take your time is this section







side of the flaming oil drum.





The drum drops down from the top of the screen and spits out Avoid it and destroy the enemies to defeat the Drum.





Level Six: Chimp Caverns

This is one of the hardest is rels in the game. In most of the stages here you must have perfect timing of all of your jumps. The enemies a also a bit lougher and are strategically placed, giving you the ultimate challenge.



Repeat the same pattern as in Level Two. Necky spits out more than one bolder at a time here, making it harder to jump on







eed the moving conveyor belt with fuel to keep it from stopping.



Face off against Kommander K. Rool, the supreme commander of the Kremings. The Kommander has four different attack patterns that he uses. In step one, he will throw his crown at you. When he does this, jump on his head to score a hit. After the hit, he runs back and forth in step two. Just keep on jumping over him until he repeats step one. After a few tilmes, step three will come into play and cannon balls will drop from the sky. Dodge the balls and wait for him to repeat step one. The last move he will perform is short little hops. When he jumps at you, run directly underneath him.





he ultimate Street Fighter parody is back for more in Clay Fighter 2: Judgment Clay. Some of the original combatants have been replaced in favor of the new challengers, and new Bosses have been added. Everything that attracted you to the original is here, and so much more.

An excellent Tournament Mode has been added, as well as all the options which spell out a good fighter on par with Mortal Kombat and Street Fighter.

Although funny and entertaining, Clay Fighter 2 should provide multiple hours of fighting action for you and your friends.

8 Fighter Colors

CF2 has a selection of eight colors for each character. This helps in Versus and Tournament Modes.







Prepare for Action

CF2 is an excellent upgrade to the original hit game. Look for enhanced control and options.



Fight-Game Options

CF2 has the usual arrangement of options found in a fighting game, such as time limit and difficulty.



Tournament Mode Included



Like a few other popular fighting games, CF2 includes a Tournament Mode for up to eight players to participate in a group battle to decide who the ultimate Clay Fighter Is!





NEW BOSSES

Depending on who you play as, you reach a Boss who is an "evil" version of your character!











FACT FILE CLAYFIGHTER 2 JUDGMENT CLAY

MANUFACTURER INTERPLAY

1 10

DIFFICULTY

NOVEMBER

CARTRIDGE SIZE

N/A

THEME

% COMPLETE

They're Back! (Well, some of them ...)

Only three of the original fighters made it to Judgment Clay. Check 'em out!



Blob stayed pretty much the same



Charge B, F+Punch



CFZ



Tiny's still not-so-tiny.



Charge B, F+Punch

B,DB,D,DF,F+Kick



Charge B, F+Punch







Charge D, U+Punch

D,DF,F+Punch

This game is truly a worthy sequel. Unlike other fighting games with a part two, this one's really improved.

The control is a little lacking, although vastly improved over the original version.

After losing, it kinda looks like what happens when you left your clay on the heater vent as a kid. Shplat!





THE NEW FIGHTERS OF JUDGMENT CLAY

NANA

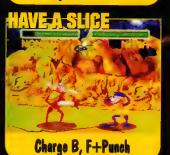




An agile piece of fruit with an attitude?



Charge B, F+Punch









Charge B, F+ Punch

CTO

This goofy octopus means business.



B,D,DB,B+Klek

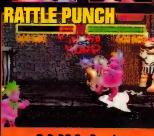
This is one baby in need of a spanking.



D, DF, F+Punch







B,D,DF,F+Punch

Out with the old, in with the new







Hope you didn't get too attached to them, cuz these guys aren't around for Part Two.

AWESOME NEW STAGES!

Of course, with five new fighters come five new stages on which to fight. Not only are there new stages, but the original backgrounds got a whole new look! Check it out.







Charge B, F+Punch



Hoppy may look cu and fluffy ...

FLYING UPPERCU

F,D,DF,F+Punch

Street Clay?

Certain aspects look a lot like a SF game, with the victory taunts and the Versus Mode stats.





YOU" RE THE FOOL!

KANGOO

Balrog, stand back! Kangoo is here.



Charge B, F+Punch





SPINNING UPPERCUT



Punch Repeatedly





ere comes Yogi and it's about time. I loved Yogi Bear when I was a child and thought there should be a video game starring him. Well, it's finally here and it has brought back a lot of memories. Play as Yogi Bear as he fights to keep his forest from being taken over by a bunch of building bureaucrats. From the snow filled mountains to the fish infested lakes, you must help Yogi. This game is similar to Mario in that you must jump on your enemies to defeat them as well as collect all the items. Everyone who loves Yogi or Boo-Boo Bear should try this game.





Yogi gets pretty mad when when he loses all of his cake. EGM

THE GOOD It is great to finally see my child-hood hero come to life on the Super NES.

There are no passwords or continues, making this game very frustrating.

HE HELV

Just think of how Yogi smells after coming out of the water. Blech, wet bear!











about points. How many items can you grab and creatures can you jump on and scare away? Points for jumping on the picnic baskets are collected progressively so the more baskets you jump on, the more points you get. The other points are scored at the end of the level when all the picnic baskets. clocks, and special items of that level are tallied up for a grand total. Each level has a different special item that you must collect to earn the points. So make sure you identify that special item and











Some picnic baskets lead to secret areas with lots of bonus points. Try to find them all!

SNOW BUSINESS







There are lots of different things in this first level. Fortunately the snow isn't slippery, so your footing will hold. Most pits lead to death, but some are hiddearn areas so be cautious when searching for them.





CAVE CAPERS



This level has new enemies to contend with. If you fall in some of these holes, you're in for a long drop. There is a mine car you get to ride in, but look out for obstacles as they will knock you off.

















There are tons of moving platforms in this level. Ride them all to find secret levels.





REDWOOD RENDEZVOUS

A lot of enemies make reappearances here, but there is a new addition. He is a ghost. I don't exactly see how he fits into this level, but oh well. Watch out for the fish because they can be annoying.





SUPER NES

CAME-ARGADE



This mode of the ACME Animation Factory is strictly for fun!



ANIMATION STUDIO





- 1. STOP ANIMATION
 2. PLAY ANIMATION
- 3. ANIMATE ON BACKGROUND
- 4. ANIMATION SPEED
- 5. SELECT A NEW ANIMATION
- 6. SELECT AN ANIMATION FRAME
 7. SET ANIMATION PATE
- 7. SET ANIMATION PATH

 8. REVERT TO ORIGINAL FRAME
- FLIP ANIMATION DIRECTION COPY ANIMATION FRAME.



CONES TUNES





LOONEY TUNES ANIMATION FACTORY

MANUFACTURER
SUNSOFT
DIFFICULTY
EASY

OF PLAYERS

AVAILABLE

8 MEG

THEME % COMPLETE
UTAINMENT 90%

emember Mariopain Will, Sunsoft now releases a new version that uses characters from the famous Looney Tunes cartoons. In ACME Animation Factory, players get a chance to become the next Pablo Picasso. They can create their very own drawings or use the premade backgrounds from the cartridge. Also in the game pak are the cool Music Hall where you can compose your own music and the Animation Studio where you can choose from cartoon characters that are already animated. You an even make your hwn. There's even a mall memory game

THE ROOF

ACME Animation Factory is a good game, especially for stimulating a child's creativity.

THE BAD

If you don't have the Super NES Mouse, you may have a hard time with your drawings.

THE USIN

Some of the background music can be pretty annoying. Good thing for the Music On/off Option.

DRAWING BOARD





elect shapes for the drawing.



The Drawing Board is where you can draw and paint your own pictures. You can even make your drawings into backgrounds for your own animation!

Editing





- 1. Return to Main Menu
- Go to Animation Studio
- Go to ACME Color Mixer elect background to color
- 5. Erase your current drawing Undo your last action

EXIT

- Go to Shape Selector
- Copy, flip, turn, cut, paste 0. Fill area with color or pattern
- Change stroke and tool width 11. Select and create patterns
 - 12. Rubber stamp a pattern/color
- 13. Add words to your drawing 14. Frame your drawings
- 15. Save or load a drawing 16. Your pallet of colors



Select from one of eight precomposed Looney Tunes tunes! The tune you select will appear on the musical staff, and you play it or edit it as you choose. Try replacing the notes from one instrument to another ---or with a sound effect!

Musical Instruments

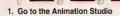
BONGOS

PIANO CYMBALS



HARP ROMBONE





- 2. Load or save a composition 3. Clear a composition
- 4. Select a premade composition
- Attrance to start/end of score
- 7. Advance score in small
- increments 8. Rewind
- 9. Stop
- 10. Fast forw
- 11. Loop









elcome to Starfleet Academyi As newly arrived cadets, you will report immediately to the briefing room to begin your first mission. Don't expect your stay here to be an easy one! Your combat reflexes will be tested, as well as your diplomatic skills. You may relax in the lounge after a tough mission, and talk with your fellow cadets about how it's going. Be sure to get a good night's sleep, though. In the morning, you'll need to report to class, then to the briefing room to start another simulated mission! You're only a freshman, and you've yet to prove yourself. Dismissed!

STARIFES



LISTEN UP, CADETS!

Your first mission—make it a good one!
This is where you start your academy training. You've got to do better than just pass if you hope to make a good impression. Only with the highest of scores can you expect a happy ending. Listen to the admiral carefully before each mission, and always ask questions. Knowledge of mission guidelines could make the difference between life and (simulated) death!



WHAT ARE YOUR ORDERS, SIR?



Do a sensor sweep. Hall the starbase. Go to red alert. These are just a few of the options you have as the commanding officer on the bridge of a starship. Give orders to the engineering, communications, navigation, helm, and science stations. You'll always want to do a sensor, sweep entering a new sector of space, and always remember to raise your shields going into battle. If you don't, your beautiful starship will be instant space junk!

BOLL CALL



This is you! Cadet
<your name here>.
You don't have to be male or even human.



Geoff Colond, Helm/First Officer. Human: He's aggressive and very sure of himself.



Ken Elliot, Navigation. Human/Orion: Stoic and unresponsive, Elliot doesn't chat.

THE BAD GUY!



That's right! You don't have to be those cowardly, moralizing Federation dogs! Cloak before firing! Attack without morality!



Tired of having your hull crushed before you even knew you had someone on your tail? Hey, now you can fire those devastating plasma torpedoes! Learn why the Romulans command respect from all space travelers as you power up your plasma torpedoes while safely cloaked: Pound the Klingons to dust!

to get a clean shot, only to have him disappear just as you get him in your sights? Well, now it's your turn to play at stealth! Learn why the Klingons are such feared warriors as you cloak your Klingon warship just before, striking. Die, Federation weakling!

CADET, REPORT TO

... the simulator. Or maybe, the classroom. It's up to you! Maybe you should chat with your crewmates in the lounge, to see how they feel you are doing. Or, you might just want to hit the sack. It's been a long day!



Sturek, Science Station, Vulcan: Typically logical to the core. Sturek never minces words.



Starfleet Academy Training Simulator Combat Training Two Player Training Balance of Terror

ke not some famile w scenar

or can be ccesseo efore or during the game. Do ou French Starfleet Academy Training Simulator

the simula-



THE COOD

The ability to play as the Klingons or Romulans in the simulator is great!

A large part of the game is played in combat, but the combat part is unimpressive.

Your hull can't be repaired during a mission. So when you limp back to a starbase, it's gotta look bad!



Vanda M'Giia. Communications. Andorian: Helpful and willing to offer her opinion.



Robin Brady. Engineering, Human: Shy and unsure of himself, Brady avoids trouble.





OF PLAYERS



Not everything on the grounds is friendlyin fact most of the things crawling around are out to get you! Uncle Fester is charged to the teeth with electricity, and that's what he uses to turn enemies into puffs of smoke. Be careful, some of the enemies can withstand a lot of shocking!

aby Pubert is missing and Uncle Fester is on a guest to find him. Uncle Fester, along with the rest of the Addams family, are combing the grounds looking for the baby who was kidnapped by the baby-sitter. Take control of Fester and lead him to find the baby and save the day. This game is in the RPG-style and features a lot of adventure and plenty of mind-bending puzzles for those of us who like the challenge. You must solve riddles and make deals with talking plants and

The family is here! Throughout the game you will run into the members of this odd family.



Uncle Fester

demons. This is a great game for all of the fans of The Addams Family.

You take control of Fester as he sets out on his quest to find Pubert.



The graphics of this game are really cool. Now that you mention it, the game play and story are good, too.

Uncle Fester stops walking when he shocks, which impedes the progress.

Granny is one hideous old hag! But then again so is everyone in this

The Dungeon

The gate to enter this cavern is locked. Find the key and get a move on it!



After you make it into the caverns it's a long and dangerous trek to the black rose that you are here to find. Be careful, take it slow, and you'll be okay.





Now that you have found the black rose, you will have to give it to the plant. What does he really want it for? Maybe you shouldn't give it to him, or maybe you should. Hmm...



Go into the cavern and stand on the warp. It will take you to the next room.



The Gatekeeper

In order to leave the garden you have to open the front gate. The only way to do that is to face the Gatekeeper. When you enter his cavern the first thing you see is a sign that lets you know that visitors are unwelcome. Because the search for Pubert must go on, you have to press on. When you do find the gatekeeper you'll have to fight to get past him. Good luck!



If you defeat the gatekeeper you can push the button that opens the gate.



When you reach Granny she will compliment you on on the fact that you look so bad. Then she will give you a batch of freshly-baked cookies. They are black beetle cookies made from choice-cut, slime-soaked black beetle corpses. She was also nice enough to add double cholesterol for that pasty, flabby look she loves so much. She'll send you to see Gomez, because he has a present for you. I love surprises, don't you?

Granny





The whole family is looking for poor, little Pubert who has been kidnapped.



Morticia is very worried about the whereabouts of her missing son.

Morticia

In this part of the level, you run into the lovely Morticia Addams, wife of your brother Gomez. She is very concerned about her dear son Pubert—the place is too cheerful without his young, but strangely corrupt eyes staring up from his crib. She asks you if you have had any luck locating him, how you are feeling, and after you assure her that you are miserable, she continues to search for her dear, lost son.





To the graves!

This game is huge! There are a lot of bridges that will take you to different parts of the game, including the swamp, the rockies, and the graveyard to name just a few. Each of the levels has its own challenges and some really mind-bending puzzles. Be sure to clear your calendar!





Talking plants!

There are some really strange things in this game, including a few of these talking plants. The first one you find will ask you to fetch a black rose that he says controls the plants. He will give you a skull key to open the way to the rose. Other plants will ask you to get them some food from the greenhouse, and they promise that they will make it worth your while. Should you trust a bunch of big ferns?





Take the skull key so that you can get the black rose for the plant.



Go to the greenhouse so you can get the food the plant demands.



This plant says that he is starving. He entreats you to get him some food.



This big green dude is about to eat some super-plant food so he can take over.

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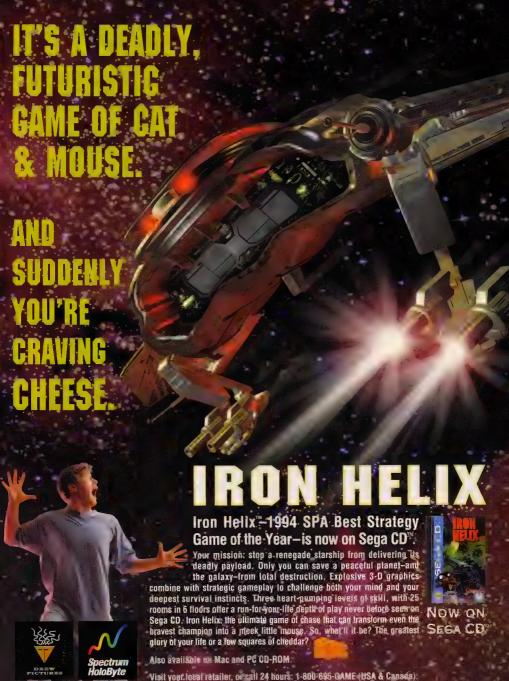
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HULK OUT!

As you collect more of the gamma capsules you will acquire more moves like the Piledrivers and the Sonic Clap.



Hulk's main attack, It is the quickest and the easiest one to use. This is the one you will use most.

This is the

SONIC CLAP



This move causes a sonic shockwave that destroys all of the enemies in the way.



Use the slap in order to bust open the crates that have the icons in them.

PILE DRIVER



Use the Pile Driver after you get totally **Hulked out!**

UPPERCUT



The Uppercut is the strongest of the Hulk's regular moves. It is a little slow, so only use it when you have the time.

MEGA ICONS

These are the icons you will find along the way to help you defeat the Leader. To find the icons, you must break open boxes and look inside.



Adds time to the game clock.



This coin gives you a continue.

Turns



qamma gives hulk more power.

This



Bruce Banner's only way to attack.



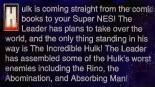
the Hulk into the Super Hulk.



Allows vou to turn into Bruce Banner.



Gives the Hulk one more chance.



This game is full of really cool animation, like all of the Hulk's moves. When you start the game, The Hulk is not fully powered up, but as you collect power-ups not only do you gain power but also extra moves. If you are a fan of the Hulk you will be totally happy with this game! Whatever you do don't make him mad!





LEVEL 1



From close up you can grab the bad robot dude's and head-butt him, or you can just throw him across the screen to get him out of your way. Either way, it's pretty cool! This is a lot of fun!



THE COCK

The animation and the Hulk's moves are really cool.

The levels are really long, and they can get really boring.

The Abomination just keeps on coming and coming.



Put this guy in the water, so you won't have to worry about him.



THE INCREDIBLE HULK

MANUFACTURER

DIFFIGULTY

OLDEDINGE OLD

I B IVIEU

ACTION

OF PLAYERS

AVAILABLE

NOW

NUMBER OF LEVELS

% COMPLETE



If you use the Transformation Capsules you can get into places that the Hulk can't. The next time an enemy hits you, you will transform back into the Incredible Hulk!





The Abomination is the Mid-Boss of every level. He's really tough, so try to take him out before you go under five percent energy. After that, you are Bruce Banner and you have no attacks!



Level 2





When you break open the vases, you will find energy pills.



If you find these faces, punch them to make things happen.



Step on the rock to help you get to secret, hidden rooms in the



This part of the level is dark, so the platforms disappear

Wait for the Boss to come low, and then hit him with everything you've got!



Wait for this guy to get close, and then give him the big uppercut!



True to his nature, the Hulk can and does lift a lot of almost everything!



Break down the wall to uncover the icons hidden behind them.



This Boss is weak but fast, and he hits you with fireballs.

Level 3

The Hulk just can't seem to stay out of trouble! After his near escape on Level Two, he falls into another and more dangerous trap. His old enemy Tyrannus is back and is determined to stop the Incredible Hulk. This level is a little harder than the last one, but there are plenty of power-ups along the way to help you. The Hulk can handle it, with your help.







These platforms will be there unless you hit the wrong switch. Be careful which ones you throw.



There are a lot of switches like this one around the level, but not all of them are good!



Tyrannus will fly around and throw fireballs at you. Wait for him to come down and then let him have it.



Switches like these are all through the level. Some of them will open a door or knock down a wall, but a few of them will shut a door or take away a platform that you need to use to gain a power-up. Your best bet is not to throw a switch until you are sure that there is no other choice. It will take a little more time, but it is worth it.



SUPER NES

oin Barbie as she travels across the country on vacation. There are many different places to see and things to do. Go to the beach and play volleyball in the sand. After that head West to a ranch where you'll go horseback riding.

Wyoming is a beautiful place to go camping and watch wildlife. You might even be lucky enough to catch a carnival while it's in town. Help Barbie have fun while she is on her trip. We wouldn't want her to go out wearing the wrong clothes, so you can help her pick out what to wear. It's up to you to help make Barbie's vacation a success!



Hike along on nature trails while camping in Wyoming. Watch out for streams or you might end up getting wet.



Look at all of the wild animals! Maybe you can try to take pictures of them.

ME ARRE

It's an extremely cute game that will be enjoyed by anyone who is a Barble fan.

THE RAI

The game is fairly uneventful, and it was disappointing not to be able to drive that pink convertible.

PAR MON

I don't think there is anything even close to being ugly in this game.

Perbis Verenion Adventurs



Let's have some fun in the sun! Get a tan at the beach while you play volleyball with your friend Midge.



It is rumored that there is a sunken ship nearby. Put on your scuba gear and explore the sea floor for treasure.



It looks like Ken has thrown you a welcomehome party. Your friends are happy to see you.







I love to open gifts. After you pick one up, see if you can figure out what it is.



Travel to a Western ranch, where you can spend an afternoon riding horses.



The carnival is in town.
See how many of the balls you can throw into the clowns' mouths.

Test your strength. Do you think you are strong enough to ring the bell at the top?





Try to knock over the stacks of cans with baseballs and see if you can win a prize.



HI-TECH ENTER.

ARTRIDGE SIZE

8 MEG

THEME LCT / ADV 1 OR 2

MBER OF LEVEL 11

85%







(Yogi™Bear)

Accept no substitutes.

Hey Boo-Boo, Mon't settle for some bogus Yogi, Mon't settle for Agriculture for Yogi, Mon't NES, Mon't Nes,

















Space

In space there are more components of the weapon that has the power to destroy the Earth and the evil Skullmaster. Choose a character and start looking. This is a good level to play in the Two-player Mode. You can have a real blast if you play with a friend. Be careful, your friend could easily sabotage your efforts.

ighty Max is coming from the Saturday morning cartoon to your Super NES! Mighty Max is a futuristic 11-yearold superhero who, with the help of time travel, spans the globe on a quest to assemble the scattered pieces of a weapon that has the power to destroy the Earth. The evil Skullmaster, who disassembled the weapon, and hid it has sent his minions to stop Max because the weapon is the only thing that can destroy the Skullmaster, Mighty Max has to search the 50 cities that the pieces are scattered through. You can play alone or you can use the head-to-head two-player feature. This game has a unique type of

Volcano

game play.

The parts of the super weapon are all over this level. Find the pieces of the weapon and then take it to the warp so that you can send it back. There are things on the level to help you, like balloons and magnets. After you collect the pieces, jump into the warp and see how good you did on the level.



This is a different kind of game that offers a unique challenge.

Unfortunately, this games didn't really keep my attention for very long.

The colors on the Voicano level. If you stare too long, everything looks green when you look away.



Take this TV monitortype thing to the warp so that you can send it back before your friend does.



Pick Your Stag

Choose the player you want to use at the beginning of the game.



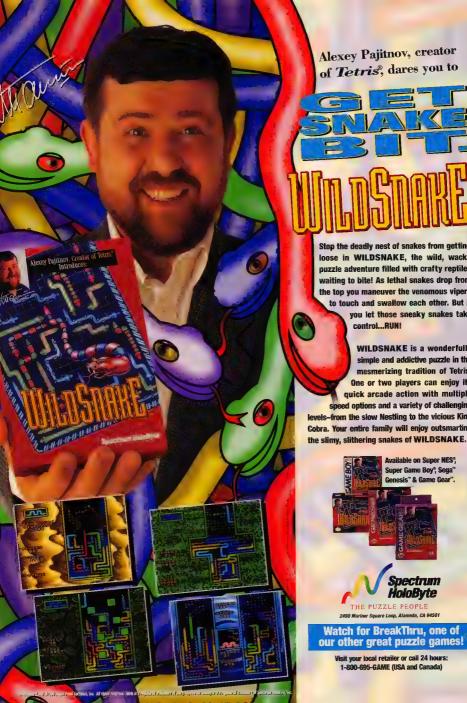




The game moves fast, vet you have to move slow or the enemies will take you out. Learn how to use the rocks, balloons, and the magnets to get the parts to the warp.



what level vou want to go to at the beginning of the game.



Alexey Pajitnov, creator of Tetris, dares you to

Stop the deadly nest of snakes from getting loose in WILDSNAKE, the wild, wacky puzzle adventure filled with crafty reptiles waiting to bite! As lethal snakes drop from the top you maneuver the venomous vipers to touch and swallow each other. But if

> you let those sneaky snakes take control...RUN!

WILDSNAKE is a wonderfully simple and addictive puzzle in the mesmerizing tradition of Tetris. One or two players can enjoy its quick arcade action with multiple speed options and a variety of challenging levels-from the slow Nestling to the vicious King Cobra. Your entire family will enjoy outsmarting





Watch for BreakThru, one of our other great puzzle games!

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o you have what it takes to take on Nickelodeon Guts, a competition where kids perform awesome athletic feats? Can you meet the challenge of incredible elastic and action sports? Then you have the Guts to take this game on.

This game is like American Gladiators for kids. It uses kids to play a challenge made for kids. People of any age can play and enjoy this game, especially when competing with friends. This game does present a small challenge, and it would be a good idea to practice up and beat everybody in the neighborhood.







There are lots of "hidden" things in the obstacle course part of this level. They range from

time to extra points. Most of these aren't hard to find, but tricky to reach. Don't waste time trying to get the hard ones.

NICKELODEON





The Attack Course is where you have a stick with a scoop on the end and you must get the ball in the net with it.



This is the slam-dunk contest where you do acrobatic-style jumps and dunk the ball to score as many points as possible.



These are the different options in the game. They are pretty standard but are needed to turn some things off.

Here we have the Basic Training Course, where you must get through this obstacle course in under six minutes.



The Tornado Run is a lot like the basic training, but there are tons of different obstacles you must overcome.

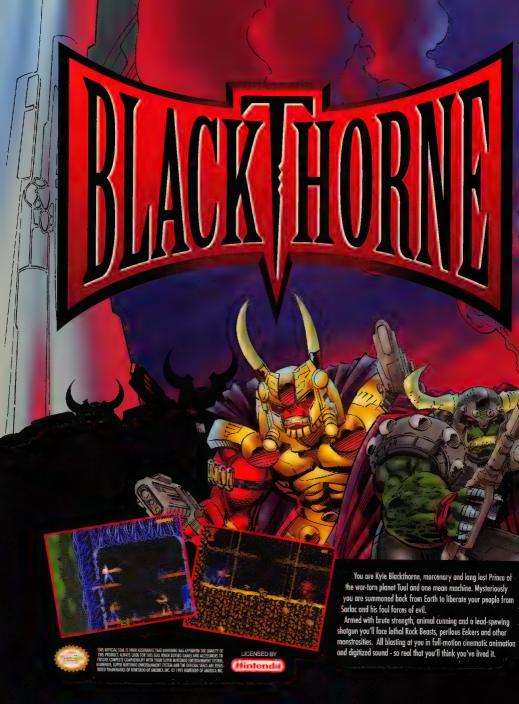
This game can get pretty fierce when you are competing against your friends.

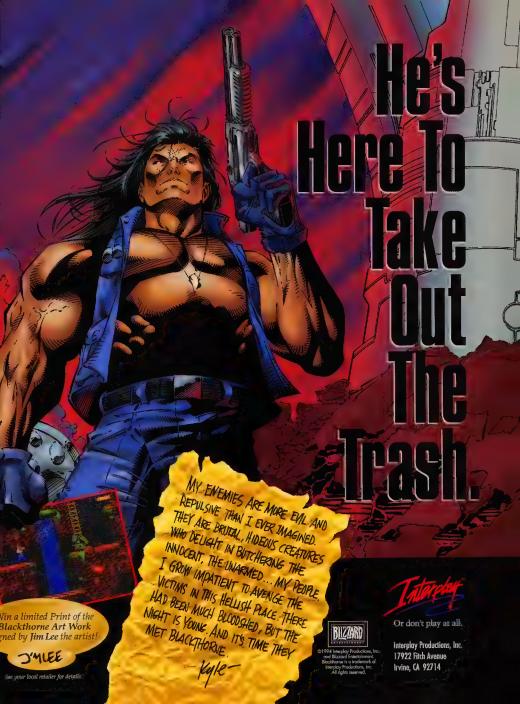
The events are more or less the same and can get boring after a while.

WE HOLV

It gets pretty ugly when you fall in the obstacle courses.









ECCO THE TIDES OF TIME

OF PLAYERS

SEGA DIFFICULTY

AVAILABLE

CARTRIDGE SIZE

ABER OF LEVELS

THEME

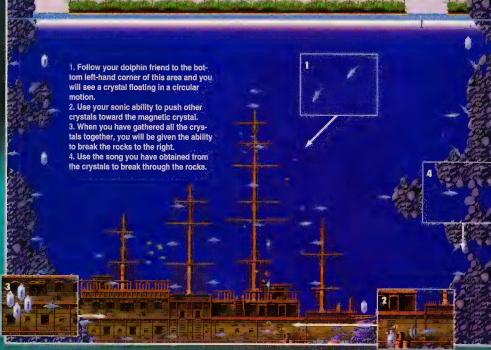
% COMPLETE 100% Goo returns a Ge again in a common adventure. It seems the evil vortex is at it again, trying to start more trouble. Eccormust now save oceans from her evil memore.

Ecocis fiew quest myours exploring, especially water and a supporting especially water and a supporting graphics and the supporting graphics and the supporting graphics are supported by the supporting graphics and the supporting graphics are supported by the supporting graphics and supporting graphics.

his sonar. They will give him hints and clues as to what has been happening to dhoul the seas. Because the seas a remain are so vast. Ecocican aisonas sonar to help him navigar ough the immediate area.

an aw pangers await our regries-

CRYSTAL SPRINGS



This new Ecco game has improved graphics over the first game. The sound seems to be better, too. THE GOOD

THE BAD

It would have been nice to be able to see the entire area when using the sonar.

THE UGLY

There are some cheesy hits that you just cannot avoid in some levels. Oh, the frustration!

USE THE SONAR TO FIND YOUR WA



BELPORTING

Swim into a teleport ring underwate your nex estination



Nautilus shells release a poison that diminishes Ecco's health.

Don't forget that there are rings suspended above the water also.







THE SEA IS FILLED WITH TELEPORT RINGS MADE ONLY FOR YOU BY THE ATLANTEANS

EVALL NOVE







Early in the level, Ecco will come across a huge boulder. Make him push it to the left over these rocks so they will fall. Ecco will then be able to pass through to the bottom

The caverns



Ecco realizes that he has lost his powers.

THE POWER THAT THE ASTERITE HAS GIVEN YOU



there are still

dangers Ecco

must be

aware of

very





Many new dangers await Ecco as he progresses through more advanced levels



to a second and sail of illemie, of his * . in orde to mov



Let, you must manager become number

Me Cennos find some strong



Mock the airrents and head aownward

AGILE MOVES









PLAIN BEETLE
Restores half of Simba's health.

PATTERNED BEETLE Restores all of Simba's health



AFRICAN RED BUG Increases Simba's total hearth.

JUNGLE ITEMS

BLUE BEETLE increases Simba's roar.



Increase Simba life to

CIRCLE OF LIFE A ws one more continue.









BONUS ROUNDS



Guide Punbaa to the left and right to catch the buas Timon drops.









HALFWAY MARKERS

In various parts of some levels, Simba can mark a territory (and it's not what you think) by touching one of these marker icons. This way, you won't have to play a level from the beginning, and you'll be able to start from that point.





As always with Virgin games, the graphics and the animation of the characters are fantastic!

THE BAD

Although the play control of the game is done well, areas with the hang and flip" moves are tough.

THE UGLY

I got a big kick out of the Bonus Round with Pumbaa. His belch is a



Guide

Timon

and have

him hop from

ledge to

ing bugs.

ledge. collect-

FACT FILE THE LION KING

OF PLAYERS

AVAII ADI E

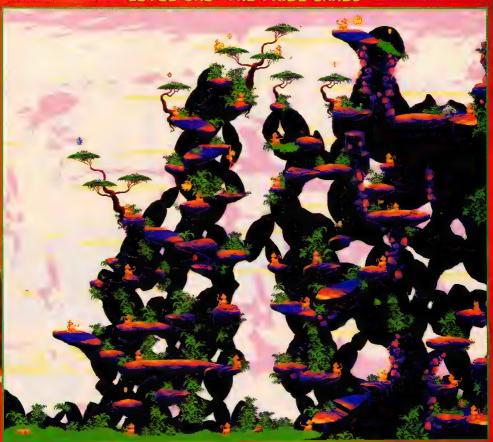
THEME

ACTION

he Lion King takes place in the jungles where Simba the lion cub outgrows ms carefree, royal lifestyle and accepts the responsibility, danger, and challenges to reclaim his rightful place in the "circle of life. The story unfolds visually, with backdrop silhouettes within the levels so that the characters can in act. All of the film's musical score has been adapted to the game. The game is divided into two sections. The first encompasses the life young Simba, the cub; the second is about Simba, the lion prince, on his way back to reclaim the Pride Lands. The game progresses through 10 levels, plus two bonus rounds, changing from a lighthearted to a more serious action-adventure game. Ultimately, each level is a training ground for Simba's final confrontation with his evil Uncle Scar.

@This Walt Dianey Company 1994.

LEVEL ONE—THE PRIDE LANDS





There are several ways to defeat an enemy, such as pouncing and rolling.



Throughout some levels you may discover hidden passageways that lead to different areas of that level.



The first Boss is a hyena. Just let him jump at you. Quickly get out of the way





Pounce on him as he tries to catch his

LEVEL TWO-CAN'T WAIT TO BE KING



through the level.

but be

and little

hippos.

Leap on giraffe.



In order to get through this level, Simba must get past the monkeys who will toss him everywhere Roar at the monkeys to turn them around, and they will toss you in the right direction.

agility.





hippo in order to get by. You can even grab their ears.

LEVEL THREE-ELEPHANT GRAVEYARD



Remember that hyena you took care of in the first level? Well, he told all his friends about you!



Many dangers lurk behind the pile of bones and rubble. Simba must use his agility to elude the evil encounters and challenges.



LEVEL FOUR-THE STAMPEDE

Guide Simba left through the stampeding wildebeests



Don't forget to jump the rocks that are scattered ahead or you will trip.



LEVEL FIVE-SIMBA'S EXILE



away level from requires the a lot of rolling jumping bouland der and hanghang ing. on to Timing the

critical

ledge.



LEVEL SIX-WILLOW CASCADE



There is a 1-Up high above. Can you guide Simba up to get it?



level.

Riding down the many falls is the only

way to get past this

part of the level. must hop a ride on the descending logs and make it to the top

This is the





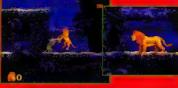
This gorilla Boss tosses bananas at you. Jump off the bananas and land on his back.

LEVEL SEVEN-RAFIKI CHASE



This level has hordes of pesky monkeys who throw rocks at you. Get rid of them quickly or they'll bombard you.





Cheetahs block your path in some areas. Get rid of them and Rafiki will clear a new path for you.

LEVEL EIGHT-BE PREPARED



There are lots more cheetahs here. Use your new, adult skills to defeat them all.



Don't forget that there are hidden areas in the game.



Don't rush through this level. It takes a lot of timing especially with the spewing lava.







You will then drop onto a moving platform over the lava. Swat away at the pesky bats.



Be careful as the platform. There are plenty of cheetahs waiting for you.

Duck when you get into the low ceiling areas. You don't want to ruin Simba's pretty mane.



LEVEL NINE-HYENA LAIRS

The route through this level can be a bit confusing, because you must find the right caves to move in and out of.



Be careful when you come out of a cave. Hyena packs may ambush you!



These hyenas are really tough. They'll do anything to keep you from getting to Scar.



LEVEL TEN RETURN TO PRIDE ROCK



The weather is rough here Watch out for the lightning!



Simba must hang on for dear life while trying to reach Scar.



Simba's Uncle tough fighter with many skills. He'll





thrown

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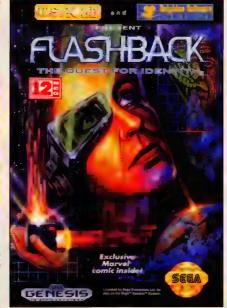
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BEST ACTION ADVENTURE

BESTOF SHOW WINTER CES

RGP GAME OF THE YEAR

FG/



ACTION ADVENTURE OF THE YEAR

GAME PRO

GOLD AWARD ELECTRONIC GAMING MONTHLY

NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle

through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

\$**39**95

Genesis version.

Also available for Super Nintendo Entertainment System. Prices may vary by format and retail outlet.

KAMIKAZE stars and nunchakus to keep the nasties at bay, as he diving and other techniques). Zero also has throwing much that it feels like an imitation or the same he nemesis of everyone's favorite spunky the same "feel" as the Aero games, but not so (there are several areas in the patience. However, once you requires skill, technique, and cally designed so you can practice his nosevarious stages that are specifiadventure! Zero the Kamikaze Squirrel has bat (Aero the Acro-Bat that is) breaks game with a new face: Zero fully master the character

THROWING STARS

ries to defeat Jacques Le Sheets!

Gives Zero one Star. throwing stars to Zero can collect use on enemies! RED





BLUE

Gives Zero ive Stars.

Gives Zero

poles and flag comes up. If you Tag these CHECKPONT

here are sevyou start from this point.

SECRET ROOMS Jump on the pad and a doorway will inflate. Go inside and

eral items.

BECAN ZERO LEAVES

DAV IT

LAVE

10 Stars.

GOLD

These food items will give you Coins and Get 100

the scenes! Also remember when you defeat

an enemy, an item may appear!

COSK

or even dive bomb attacks!

and Zero will use his nunchakus attack! This does more damage! to enemies than Throwing Stars

Press down and the B button

NUNCHAKUS:

These various items are hidden throughout FOR LIVES AND POINTS:



These Z's

vour Life

add to Weter.

extra life.

get an

for an extra Zero head Get the

THE EVIL EDGAR EKTOR, BUT WILL EKTOR ALLOW SICH A HAPPEN FIND

THE GOOD

Zero has his own game, so who will fight Aero the Acro-Bat? A great action game with a unique character that actually does more than just run-and-jump.

XERO: NY HOMEN AND REDS HE.



AND THE PARTY BY THE BANKER.

EASE RETURN HOME AT ONCE

When Zero falls into the gravel-munching machine and has his skeleton spit out!

from the evil Edgar Ektor for his own



SCENE to The Beach

Part 1

Part 2:

the first part. Some areas vou use the inflatable porsame, but it's longer than cannot be reached unless secret areas! Watch out for Beach Scene is more of the tals-they are actually pools of water-there may be eels in them sure to take the balloons up opportunity to get acquaint-Scene 1 is divided into two ed with some enemies who will appear throughout the parts and has no Boss, it with propeller heads. Be

game—ike the enemies

to the clouds.

99 99 99

does give you a great











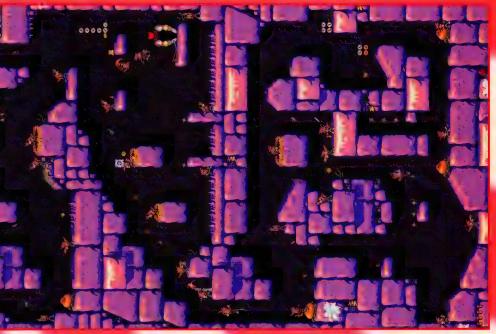












3: The Mountain Turnels SCENE

the fiery liquid. The stage is also filled with melt Divided into two parts, the caves are filled with lava and will burn Zero to a crisp if he touches



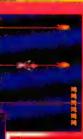






rope to rope as they burn art are several long up to the top.

ava will burn Zero to a



re machine guns

he Beetles are also a menace you'll have to

ond is Firebug. Skreech is

the harder of the two irst is Skreech, the sec-

because you fight on plat

forms and can die instantly if Firebug attacks vou fall off. with a variety of weapons.

There are two Bosses in the Mountain Tunnels. The



SCENE 4: The River Rapids



6: The Toxic Waste Pool SCENE





in the toxic waste, he

will literally melt!





SCENE 5: The Forest



they will keep on The chainsaw men are a real pain for Zero-hit them off their saws, and going. Stars won't work on them

Zero can get to the areas down the log bridges so Some big areas cannot be accessed-knock far below!

here are two Super Dive Tests in a row. You must to them both successfuly or you have to start all



climb to high platforms, and always

scope to spot enemies and safe plat-

use Zero's tele-

forms to jump on.

Slides & Glides: llying skills! Master Zero's many

rooms-the first has a he Factory Scene is divided into several Fest-you must pass Remember the Dive them both.









ife-just deprive you of energy! After that you

will climb to the top Sheets and other

and confront Le Bosses!

rollers. These will not a series of conveyor

belts with pinch

take away an entire !

Near the end, there is

SCENE 7: The Factory

At the end of this scene you will fight your



You can jump on top of the giant log clamped in the get there that is! mechanical arm and ride it to the level—if you can

middle of the room,

next, with blades that fal

The log-cutting room is from above. Also watch for the flame lets in the



The final room is

the Waste Room. and all enemies

tion below.

hat makes him invulnerareddy Kruger-like claws. He has a spinning attack Quicksilver is the Boss and he attacks with

and wait for him to come

swooping attacks. He also throws his blades in three directions. Just be patient ble to dive bomb and



FACT FILE THE PAGEMASTER





This handy little item allows you to get hit once. However, once you're hit, he runs. Run after him and catch him.



game company out there and most of you might watch its television

counterpart. Fox Interactive is the name, and here is one of their first games.

The Pagemaster is a game based on a movie about a little boy who is drawn into his books, literally, All of your favorite characters jump to life as read is what you see. There are clas-



that are full of different levels to explore. If you don't have any weapons. jump on your enemies to kill them. This can be tricky because if you don't jump on them just right, you will get hit. The best thing to do is to make sure you always have weapons.



You can pick this skull up and move it. It will allow you to jump higher to get to those places just beyond reach.

You will find a big hidden book in some levels. Jump on it and it will take you to a cool. bonus level.





There are lots of items in this game for your use. There are three weapons, such as a bag of marbles to throw at the enemies, a vial that lets you shoot magic from your fingertips, and a sword. There is also an item that lets you cling to the ceiling and walk hand over hand.

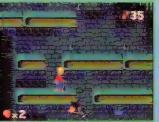




worlds for every world generally look like. Choose your levels from here.



Horror World



This guy is a Jekyll and Hyde of sorts. He turns into a raving lunatic after drinking some potions. Repeatedly jump on his head to do away with him quickly.



This level is full of creepy crawlies trying to make you have a bad day. We can't let



that happen. The enemies in this world have a very ghoulish aura to them and are hard to defeat. The best way to gaffle them is to make sure you have a weapon. They are easier to hit from a distance to jump on.

Adventure World



There are lots of pirate ships in this world. There are many different ways to run through each one. Find all the items.

This level is

hard because

it automatical-

ly scrolls, and

vou are killed.

if you touch

either side.



worry about the items



This is one of the coolestlooking levels

in the game with lots of neat scrolling and colors. Watch out for the one-legged pirates-they can be really hard to defeat.



Fantasy World



There are some very weird enemies in this level. Some of them are from the nursery rhymes. Only problem is. they aren't quite as friendly as you'd imagine.





There are tons of different levels to go through. Some worlds even have two different paths to go down. That means that it even holds some replay value. You will find these books throughout the game and they will try to help you. One book allows

you the power of flight. The game looks really good. So does the movie which stars Macaulay Culkin. Make sure you watch for both.













Level 2

In Level Two, you are on your way to the first of the transporters that will take you to the rest of the game. Travel through the area where the inhabitants worship the enchanted box. This level involves a lot of different problem solving. There are

GENERALIONS

he old man sits in the forest and tells a tale of how things are in the world and how they use to be. The young man, who is called Monobe, listens. When the old man is done he tells Monobe that he is the descendant of the great leaders of the past and that he



several places where you need to do some serious thinking and intense exploring. This level is really huge and offers you a lot of time to improve on your abilities. Arrows flying out of the walls make it so you have to time your jumps perfectly. Once you find all of the pieces of the Polyphase Conductor, use it to gain access to the generator room in the Maintenance Sector. Good luck, this is a tough level!

must go on a guest to find out what is wrong with his planet. Someday he will take his place as leader. Monobe receives a special suit that has powers to help him along the way. It is complete with an Erad which is an energy radiator used for climbing, but it can also be used as weapon. Put on your suit and get

ready-this one's different.

THE GOOD

This game features a lot of really cool game play and some awesome graphics.

THE BAD

Some levels are hard while others are too easy.

THE HGLY

The way the guys on the nuclear level look!



Use your Erad to climb and explore the whole level.



Use this platform to power-up your Erad, so you can climb to higher levels.

Once you put them all in, the override will be complete.



Level 1

Open the vault chambers to find special icons and power-ups.



Level 3

In this level, you are in what was a nuclear power plant.



The objective here is to find three parts of a certain device you need to enter the next level. There are three puzzles you have to solve before you will be allowed to get through certain doors. They are not too hard; they just take some timing.



If you get this icon you can swing around until you find the next one.



The bars in the middle have to lock on to the spinners on the outside.



Find the three pieces; then you can go to the next level.









The comical theme puts a smile on many people's faces when playing this game.

THE BAD

The ease at which you can get killed is unbelievable. Watch your step!

THE UDLY

Although the theme is funny, after a while it gets kind of disgusting. Try to hold your lunch down.

oogerman to the rescue! The mad scientist, Professor Stinkbaum, has created a device that sends all the trash in the world to a different dimension recently named Dimension X-crement. The eccentric millionaire, Snotty Ragsdale, is worried over this latest technological development, so he goes undercover to spy on the good professor. Under the guise of a lowly lanitor, he learns that the device relies on a very special fuse made out of a rare isotope called Snotrium 357. Unfortunately, while cleaning the lab, he sneezes and opens a portal to Dimension X-crement just long enough for something to grab the fuse! Seeing the evil potential that this could cause, Snotty assumes the role of Boogerman and jumps in the portal. Do you have what it takes to fight your way through the levels and retrieve the fuse? Good luck and keep on picking.





Collecting a can of beans adds to the gas meter.



Boogers will add to the mucous meter.



The cape restores
Boogerman to full health.



The milk makes the loogie attack available.



Get enough plungers and go to a bonus stage.



The chili pepper allows Boogerman to flv.

אבתמותי בתיתיועיובססמב וגי אמהך



75757 1: 1715 \$F70.0F370, \$7777U52



The nose teleporters are used to move Boogerman to a similar nose teleporter elsewhere in the level.



Hickboy is the first level Boss you fight. Watch out for his egg launcher and chicken club. They can be dangerous.



Watch out for the goblin patrols in this sewer level!



The Pits is just that. This level is filled with goblins, and some of the smaller enemies are harder to kill because of their size. Don't get caught up in the fact that you are running through something's intestinal track. Yummy!





Revolta is a dangerous person with an attitude.
Watch out for her flying heads and pole jumps.

LEVEL & BOOKERYALE



Boogerman took a wrong turn at Albuquerque because he is not in Kansas anymore. Boogerville is a dangerous place for our hero. Check out the cool background—it is quite a treat. Look at the Boogerman wanted posters, too.





Flyboy will bug the heck out of you. Dodge his vomit bomb, fart duster, and missiles.

<u>LETEL 45 LICCOCC LICCATAINS AND NASAL CATERAS</u>



The Mucous Mountains is a dangerous place with its moving bridges and ramming goblins. Watch out for these obstacles and dodge the small, bouncing boogers. The mountains lead to tricky caverns. Be ever vigilant!





Deoder Ant is another buggy character. Watch out for his ant-acid and his ant-tenae attacks.



The Pus Palace is the final level in this adventure. Check out the background in order to see some pictures of the final bad boy, the Booger Meister. The level itself is a challenge, but the challenge is at the end of the level with the head cheese.





Booger Meister is the final challenge. His attacks are similar to our heroes so be careful!



The password feature is very helpful in your epic quest.





If you are too inactive for Boogerman, he might get a snack or dig for gold.



If you get enough plungers at the end of each level, you can get a free life!

113,13,15



This is what the side-scrowlook like. This level is like a maze when you must go the proper way or the



Once you this helicopter fly it to get across a destroyed bridge.

> There are lots of mid-**Bosses** in this game

They're at normal enemies drivina vehicles and trying to run you over

THE GOOD

The movie was pretty cool and this game features lots of aspects from

THE BAD

The levels you fly in don't feel like they control right.

THE HOLY

Try and find your body (or should I say body parts?) if you crash in the helicopter.

NMOWER

ome with me to a world tient is not known to ma. A world would sugar their es up ar and look away in ses up ar and look away in st. world that you and I wone lise who has even be knowled about leos me industry · · · » le know. The wone mo al Realife This game d on the science-fiction e of the same name. It ives experiments in the al eality world.

riments that can make one

smarter and give unbelievable powers That is the promise for this game. Play as Dr. Angelo Carla trying to care

Jobe, a simplewas transformed into you see in middle. He of these experiments. Vigovernment decided to unwanted heads into all or went crazy with from the power Travel through the secolling levels and find the portais the ake you into the virtual worlds Lentually fight Jobe to keep him from saking over the world's comba-

ers and men the world itself

nree different worlds!



right you muse v through while b ing away intle more wys. The list picture



shows you flying around matead of shooting dodge walls. The middle picture is a hies e roitanidmo nere you are

Cool Boss



Jobe corrols this gas staron. First defeat the gas tank nozzles then a guy who is completely enveloped in flames will appear. You must shoot him.

ompera in the gase eak to cool and ye ille som apo



FACT FILE THE LAWNMOWER MAN

ANN OWER MAN

OF PLAYERS 1 OR 2

NOVEMBER

ACTION

100%



GENESIS

Coming December 1994



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Use your skateboard to jump fiery lava pits and enemies!



Snakes will eat you without hesitation.



Torch the enemies with your killer breath. Toasty!



Hornets sting if you're not cautious!



Use the vines to pick up the eggs.



Spikes are abundant in water!



Act like Tarzan and swing vine to vine!



This stomach acid will eat you alive! Yummy!



Use the intestines as a mode of transportation!



Shake the tapeworms off before they cause damage!

game you are a one-hit wonder! THE LIGHT

THE BAD

THE GOOD

Falling in the stomach acid of the dinosaur! Talk about disgusting!

hits, and at certain points in the

This is a very cute game for players of all ages! Everybody will enjoy it!

There tends to be a lot of mandatory

f you are looking for a cute game for all ages, look no further because here it is, Radical Rex. You control a cute little dino named Rex and you must battle your way through levels using your loud growl and fiery breath. Even the

enemies have a cartoonish look to them. The game controls quite well, and the levels are

unique.



How many games do you know of where you must work your way through a dinosaur's intestines and use stomach acid gas bubbles to carry you to higher levels?!? All in all, this game can be played by people of all ages, male or female.





DANCING



DAZED



HURT



SKATING









FACT FILE BARBIE VACATION ADVENTURE

THE GOOD

Rarbie

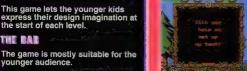


Travel America and beat the challenges offered by each of the States. Have an enjoyable vacation!



Make use of the Option Screen to change the level, number of players. sound, and music.

ESE STATES ARE ST



The game is mostly suitable for the younger audience.

THE UNIT

FIRE BAR

It doesn't hold that much of a challenge.

arbie is on the vacation of a lifetime as she travels to Wyoming, Iowa, Texas, Florida, and of course the return trip to California. Through each state, she must conquer a certain amount of obstacles ranging from carnival games, to horseback riding, to scuba diving for sunken treasure. When each level is finished, a letter is sent to the player saying what she did on vacation in that particular state. Help Barbie to make her vacation memorable.



enter your name so Barbie can send you a postcard at the end of each level.



Wyoming



Florida



Iowa



Texas



California



Diving



Volleyball



Rock Jumping





Horseback Riding



Hit the clown



Find the presents



BETTER SHIELD YOUR EYES, WARRIOR. THIS IS NO DIM-WITTED RERUN OF DUNGEONS AND DRAGONS. IT'S A BRILLIANT NEW VISION OF ACTION ADVENTURE. WITH A HERO'S-EYE-VIEWPOINT. PLUS: REAL-TIME 16-MEG, 3D SCROLLING. THROUGH CAVES OF FIRE AND MEADOWS OF ICE. BATTLING DEMONS LIKE YOU'VE NEVER SEEN. BRING YOUR BRAINS, YOUR BOW, YOUR SWORD, AND YOUR MAGIC. AND DON'T BLINK - OR YOU'RE DRAGON BAIT!

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All you have to do is answer the following puestion:

L. Your Byupo fighter is armed with three types of bembs. What are they?

W you answered correctly, your name will be entered in a random drawing to be held March 15, 1995

The first 50 correct entries will automatically win a "Viewpoint" T-shirt!

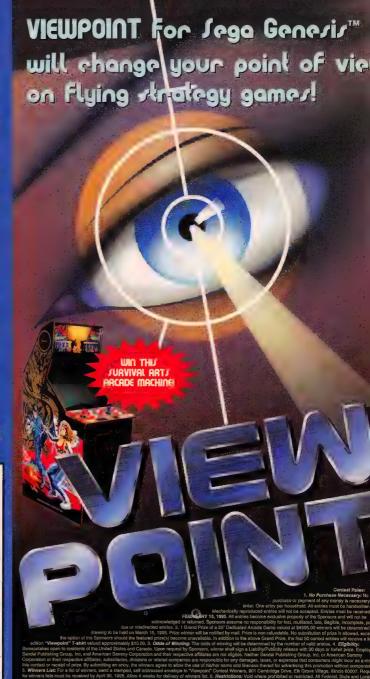


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Elk Grove Village, IL 60007 Name Address City, State, Zip Print Answers Here:



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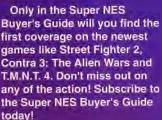
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THE GOOD

This game is a lot of fun to watch, and I guarantee you will laugh while playing it.

THE BAN

There really isn't much replay value after you've beaten the game once.

THE USLY

Watching those monsters get gored is not a pretty sight!

his game is played in your typical Dragon's Lair, Space Ace-type format. However, this uses live, fullmotion video opposed to full-motion animation. This game is based on a popular series in Japan of a character named Kamen Rider ZO. You play a variety of characters in this game. The monsters are the great rubber-suit monsters that we have all come to love from Japan. Along with standard movements, your A button blocks, B button kicks, and C button punches. You must get used to where they are because you will be called on to use them often.



The options in this game are standard: Continue. Sound, and Difficulty select.

MANUFACTURER 🥉

for what to press.

OF PLAYERS

This game tells which button you need to press a split-second beforehand, Watch



STAGE 1







Yoshi has discovered a ball chasing him. He runs through a garage into an abandoned building. A monster finds him, but Yoshi is saved by the Masked Rider!







Here, play as the Rider. Defeat this monster to protect Yoshi. You fight him and eventually drop the monster out a window with your bike and watch him die.











STAGE 2



STAGE 3











Just when you thought things were safe, the monster returns and brings some of his friends with him. You must defeat a bat creature in this level.









Yoshi has been captured by a spider released by the original monster. The Rider must go into the evil being's lair and destroy the creature before Yoshi becomes lunch.





STAGE 4



STAGE 5













No sooner has he been rescued by the Rider, then the bat-man comes and grabs him again. Rider rescues him one more time, but treachery continues to find Yoshi.



Here the Rider is confronted with the first monster again. He knocks him out the window, and we get to see where Yoshi is going. There are still five more stages to go.









STAGE 6









THE BAD

For a CD-ROM game the graphics and weapons could have been better.

THE USLY

The Boss on Stage Five, Watch out or you're toast.

eware of the Xias threat. They want to enslave all humanity. The United Nations tried to stop them and failed. As Earth's last hope, you play as Bari-Arm, a living machine sent to destroy the Xias threat. Progress through seven levels of bone-shattering shooter excitement. Accompanied by an excellent musical score, Android Assault is one of the best shooter releases this year. There are four weapons you can obtain and use against the enemy, each one has specific advantages and disadvantages. Select them carefully and your mission will be easier to complete. Also select how quickly your ship will respond to your commands. Of the four selectable levels I found Level Three to be the easiest to use. At Level Four your ship maneuvers at light speed, and at Level Two it handles like a stuffed pig. The absolute best feature about this game is the rock 'n' roll background music that accompanies you.

ANDROID SSAULT

THE REVENGE OF BARI-ARM

The Battle for Humanity





This is your only chance to save humanity as we know it. If you fail, the evil Xias will take over the solar system and Earth will be subject to a dark ruler forever.

Super Weapons

Thunder Gracker



The Thunder Cracker is the weapon you start out with. As





charge up, you send out fireballs in every direction.

Burning Wat

Burning Wave is a laser beam that increases the beams



a mega-destructo
weapon that obliterates all ships.



power-up. When charged, it becomes



Chase Canno

The Chase Cannon launches homing missiles in all



snake of fire that attacks all ships on the screen.



directions. As you charge up the cannon, it releases a



Satellite Samb



The Satellite Bomb releases horizontally launched

bombs that have the hitting power of a small asteroid.



When charged, it releases a 360-degree volley of death.

WAREDAMES MOUNT

OTHER NAMES

POWER-UPS

With this module you can transform Bari-Arm into a robot fighte the this mode you can take a hit without being destroyed. Collect as many power-up modules as possible. As you collect these modules, your weapons will become stronger and so will your charged attacks.









In Stage One you are in the forests of Ganymede. As first levels go, this is a good one. You must worry about both air and surface enemies. After the forest you will enter the caves of Ganymede, where you must dive through an underground lake and defeat a laser tower to gain entrance to the final Boss. He is a giant robot with a saw-blade energy attack.







In Stage Two you must penetrate the Xias' Jupiter stronghold Gravity Pagoda. Fly past numerous ground and air enemies, defeating the wall-crawling cyborg at the end of each segment. When you reach the Boss Level you must defeat three sub-Bosses: two cyborg robots and one tank. The Boss is one mean cyborg who has a powerful energy attack.







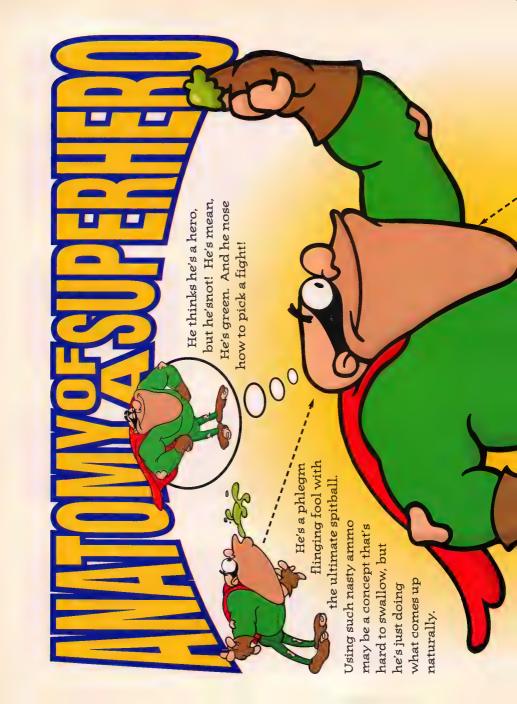
In Stage Three you are to attack the Zeus fleet. First you must penetrate the fleet defenses. Do this by destroying as many of the defending ships as possible. Next, you must penetrate the flag ship and destroy the Boss there. This Boss is a fighter ship with an energy weapon similar to the burning wave when it is charged. It also has missile and gun attacks.







Raid the Xias colony on Olympus. You must advance through numerous sub-Bosses, space mines, and crab droids to defeat the final Boss. The final Boss comes for you incapsulated in a protective pod ship using a fire attack and an extendible tail. When you defeat the pod, the real Boss appears in a robot form. Defeat him and you've won the fourth stage.





ethal Enforcers was an excellent shooting game set in present times: Now LE2 is out and "Gun Fighters" as it's called is set in the Old West. There are plenty of additions to the sequel. There are plenty of weapons, from dual six shooters to a cannon. Without the light gun, you are still able to play with the standard controller, but it is very hard to move the cursor to shoot everything. It is also a very pixellated game, with hardly any solid objects at all. The access time is bad as well, but it is still a fun game to play.



There are many different ranks you can achieve, from a member of a posse to a sheriff! Accuracy counts!

There are extra animations, too, like shooting barrels. holes in walls, shooting signs, and vases leading to hidden weapons.



Weapons



This gun is no more powerful than your present six shooter,



but it does carry more bullets. This gun is great Dual Leads for hitting more



than one enemy and for enemies that take multiple hits.



This is a very powerful gun. It



can blow away almost anything, but can't be reloaded. This gun fires



very quickly, and is great for tight situations with a lot of bad guys.



This shotgun fires like a reat one, in that it sprays ball

This rifle is a lot



bearings in a large radius.



better than the other one, since it has even more bullets and is stronger.

FACT FILE

LETHAL ENFORCERS II

KONAMI

OF PLAYERS 1 OR 2

> AVAII ARI E OCTOBER

THE GOOD

I love shooting games, and this defi-nitely qualifies. With the light gun, it's almost like the arcade game!

THE BAD

Those darn pixels. This game is mostly still scenes, with two-dimensional people. Too hard to render?

THE LIGHT

The enemies on the far right and left. The gun won't shoot them, and the controller can't get them in time!

TONS OF VICTIMS





A lot of stupid innocents stick their heads out left and right. Some of them are not quite as stupid, like police officers trying to help you step right in the line of fire.

Level 1: The Bank Robbery





You have four areas to conquer in this first level, as you try to thwart a gang of bank robbers. There are four weapons to be obtained here as you follow them through both levels of the bank, and out the back. The Boss is easy-shoot the cannon balls, then him.



Level 2: The Stage Holdup

Stage Three is very difficult. There are Indians and cowboys everywhere, on horses and the most difficult, on top of the stage you're trying to save. There are also a lot of innocents sticking their heads out of the stage and sometimes, the cavalry on horses. The cavalry is very hard to distinguish, that is, until they blow their horns.





The Boss on this level throws barrels at you Donkey Kong style. Blast the barrels, and then him.





You can never tell who your friends are. This guy looks almost exactly like all the others, except for the horn.

This guy's a real pain in the rear. He can take four or five shots, and will most likely hit you twice in the process.





Not only will you have to deal with far-away enemies hiding in the shadows, but these guys aren't shy, they'll jump right up!







Level 3: Saloon Shootout

Level Three is the longest so far, and the most difficult. There are six or seven different parts of the level you'll have to go through here. Don't forget to shoot everything such as the saloon sign. The Boss here are six gunmen. Do not fire at them until they say you can, or else it will hurt you.

f you're seeking action and adventure, look no further. Konami has a new action/RPG for the Sega CD. Due to popular demand (the original was a Super CD-ROM game), it was translated and is now on its way here.

You play the Junker (detective) Gillian Seed who must hunt down robotic droids that are murdering people. To do this you have to find clues, obtain evidence, and work your way through the city of Neo-Kobe. When you get into a dangerous situation, you will be able to shoot via action-oriented scenarios. Snatcher is not for kids. Its twisted plot and adult themes make for an awesome story that deserves to be on the big screen.



SNATCHER

UNKER H.Q.

LOCATION: JUNKER HO

Gillian has been ordered to the Junker Headquarters, where he learns that he is being recruited to hunt down Snatchers. After a brief tour through the building, he learns that a top runner named Jean Jack Gibson has been called in for back-up. It seems that he has found some Snatchers!

98702-235

You'd better try to save him before it's too late.







At the Chief's Office, you will be given your ID badge and your instructions,

GILLIAN SEED

AGENT TYPE: JUNKER

Gillian Seed is a man with no memory of who he really is or where he's from. All he knows is that he has a wife, and he was around Snatchers.

Judgment Uninfected Naked Kind & Execute Ranger

ILINKER

The Computer Room is the home of Jordan, a super computer that can tell you anything you want to know. The Target Range is where you can practice firing your gun. Make sure you don't hit any civilians during practice! Learn to use both facilities, because they are useful.







In Engineering, Harry (the chief engineer) will give you your Blaster and the Metal Gear Navigator mech.







TONE



Jean Gibson has been missing since his last call to the Junker HQ.







LOCATION: OLD FACTORY

Jean Jack Gibson's last call came from the abandoned factory. The first thing you notice is that you can't use your video phone. When you and the Metal Gear find his body and the ruined parts of his Navigator mech. things become a lot more interesting. Watch for traps ... and your back.









The Navigator destroyed?

What could twist off a man's head?

THE INVESTIGATION:

With Gibson out of the way, you'll have to figure out how to follow up his case. Check out all his old files for a few hints. Your only clues point to a few contacts and the meeting place, that has some unusual customs. The plot will unravel slowly. Use all of your skills to stay on the



trail of the Snatcher menace. What will you be able to find?



EGM X-TRA DARE 10 COMPARE



In the Japanese version (Super CD) an Alien, Kamen Rider. and Bio-Booster Gyver can be found. They have been replaced by Konami characters in the U.S. version.

A LOOK AT OTHER FORMATS ...



The nightclub has a change of clientele.

THE SNATCHERS

an excerpt from the Neo Kobe Times

The origin of the Snatchers is unknown. They are mechanical beings that can replicate humans and assume their role. These dopple-



gangers always kill who they copy. They have very fragile skin, and often release a

form of pollen. They are a dangerous threat the Junkers must destroy. They have very few weaknesses.



THE BAD

THE GOOD

great as well.

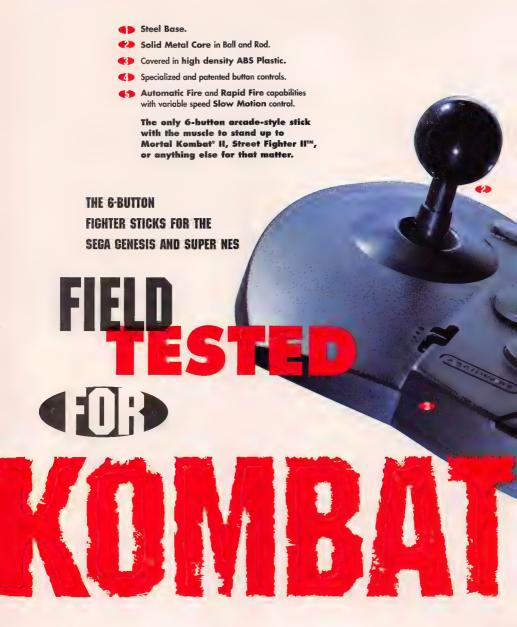
It's a little bit slow in some places, and unless you think carefully, you could get stuck.

The cyberpunk theme is one of my

personal favorites. The story is

THE UGLY

Seeing someone's head twisted off, maggots on corpses, and worse. It's an adult game. I love it.



ASCIIWARE'



SH. HI

FACT FILE Charles (a) LOADSTAR

Amazing cinemas break up the intense action with twists in the plot!

OF PLAYERS

A very important item to have is your shield. Use it wisely because it is limited.



The hero of our story and a legend "out-

roller" in his time with his freighter, the Loadstar.

RAT BAG BAXTER



Baxter is out to be number one, a position

currently held by Tully. He won't stop till he's got it!

KET THE CAST OF LOADSTAN MORTIMER



The onboard computer of the Loadstar

and Tully's friend. He'll help guide the freighter.



Tully a job transporting 20-live camels to Mars.

VERN



Nephew of Francis and a recent

A myste-

rious

charac-

ter that

offers

graduate of the "outroller" academy.

FRANCIS WOMPLER



the territory and longtime

Sheriff of

enemy of Tully due to an incident from the past



The computerrendered special effects are some of the most spectacular ever seen on the Sega CD.



he time setting is the near future and all is not as well as it seems! By the end of the 20th century the invention of new vaccines to diseases causes a mass overpopulation problem that soon becomes worldwide. The nature of Earth's precious balance has become critical. The solution? Evacuate all the dangerous and industrial pollutants to other regions in space, thus creating the universal transport system. It's your job to pilot one of these "trains."

Loadstar brings some of the most spectacular full-screen video ever to grace the Sega CD since Tomcat Alley. The game itself plays extremely similar to Sewer Shark, using the old formula of steer-and-shoot. All in all, it's a great effort and one of the better Sega CD titles that is coming out this year.



You've got to keep an eye on the track as well as in space or else you'll run smack into another freighter!





In Mission 1, the TOAST-ER police ships will usually appear in either the left or right corners to attack you.



Tunnels are a great reference point. From there, you can tell if you're making progress.

Your compass is the single most important instrument when making critical

turns.

LEGEND OF TULLY BODINE

TEXTON VEHICLEN

Ambushed! After you finish receiving the shipment, you find you've been had!





Go in for the cargo, then leave. At least that's what you'd think.



The backgrounds in this level are so spectacular that you sometimes forget you're traveling at high speeds.





Level 2 is not as forgiving as Level 1, because if you can't make a decision on which way to go, your "outrolling" days are over!



Time becomes more critical than ever in Mission 3. Competing "outrollers" do whatever it takes to become number one!



After refueling you'll receive a surprise visit from an old "friend," Rat Bag Baxter, who's not there to talk!



The track becomes more complex than you can

The many train tunnels give you a moment of rest from all the flying police crafts!





There are many different ways to crash and burn in this game. All of them rank as some of the best ones I've seen!



4 900 /

Now here's a game with a twist! An idea used by Midway in the arcades, you can order official T-shirts and hats from an ad in the game!

THE GOOD

If this is one of Rocket Science's first attempts, this company is one to keep an eye on!

THE BAD

The video on the Sega CD, though much improved over previous efforts, just doesn't cut it anymore.

THE UGLY

This type of game has been so overdone on this system.

MANY VEHICLES OF LOADSTAF

imagine in

Mission 3!



Though it may be an old relic to some, it still can

run with the best of them!



The S.A.P. are the primary police units

used to enforce the law.

THE AX



the military for enforcement.

THE TOASTER



craft is among the police's best and

This

is only used in emergency.

THE SCORPION



This craft is the military's last line of

defense. Watch out for thesel

Most of these police and military crafts are under the control of Francis Wompler. You've been targeted by him as a pain in his side and he won't rest until he has both you and the Loadstar!

J.A. HI

OF PLAYERS

OCTOBER

FACT FILE

STARBLADE

MANUFACTURER

CD-ROM

here is plenty of action in this arcade hit to keep most people at bay sump aboard your ship and go after evil guys. This is not a typical side scrolling shooter. It has 3-D polygo graphics and your view is from the co pit. Control the crosshairs while the con puter controls your flight path be enemies all over the place s of different levels to fly around and in. Make sure you listen to the voices



your darndest to get that stupid purple commander. Once you finally catch and destroy him, don't think you're safe. Now find the reactor to the Redeye and destroy it, finally ridding the universe of its filth. once and for all.

THEME SHOOTER There are tons of suicidal enemies in the asteroid belt.



Shoot them as soon as you see them. Follow the pur-

thing.



You will be able to shoot a good majority of the big ships down in this game. It is extremely hard though, because you also need to worry about the smaller ships at the same time.

There are cool flying sequences in this game. They can make you a little woozy if you're



ple commander through a small valley. Make sure you shoot every-



This is the Redeve the ship you must blow up. Destroy it by taking out the core.











not careful.

you as much as you shoot at the can destroy most shots (except the lasers) with your shot. There are p

follow their rules.

THE GOOD

This game brings back memories of the arcade game I used to pump a ton of quarters in.

THE BAB

The game is almost entirely polygon graphics and is no fun once you play it through once.

THE NOLV

When your head explodes from the pure frustration this game delivers.



Report To The Bridge.



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red aierti Enemy ship attaching. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise": You.

In "Future's Past," the new Star Trek: The Next Generation episode for Super Nintendo," you can be any of your favorite crew members on the U.S.S. Enterprise". Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE".



Future's Past





Also coming soon on IBM CD-ROM and 3DO.

Total Commencer and the commencer of Southern Profession Commencer and the commencer of their sections to



sounding taunts from the memorable Neo•Geo games are all in the same game cartridge! The King of the Fighters '94 has finally arrived, and it takes fighters from old games (Art of Fighting and Fatal Fury) and adds them to a gigantic stew of other fighting toughies! Add brand-new stages, killer music, tons of hidden and special moves, and you have what could possibly be called the greatest fighting game ever made! Not only that, but all the graphics on the fighters have been redone and look more lifelike than ever before! Try it and find out!

Trash and Taunts, Neo True to Form:



Lose a match and you're in for some trash! Taunting opponents will hinder their Power Meter charging ability as well. Press C at a distance!



The King of Fighte

All the veteran fighters have been graphically redone! You'll never look at the Art of Fighting and **Fatal Fury** games the same again!

All the moves, all the sounds, and all the looks of a winning fighting game are here! You can even choose a Oneon-One Mode without the fighting teams! Go for it!







Not the First Time This Has Happened—At Least Not Directly!



This isn't the first time separate game fighters have faced one another-remember the trick in Fatal Fury Special where the Bogards could

fight Ryo Sakazaki (win every match 2-0)? Well this time no tricks are needed in any shape whatsoever! Nothing but the most intense fighting in recent gaming memory!















Eight Teams with Three Fighters on Each:



24 Fighters

And How Many Fighters Do The Other Games Have...



Super Street Fighter II Turbo



Fighting Cast:

Here they are! The 24 fighters ready to slug it out to determine who is king! Fight as a team or one-on-one!



















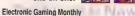












Three Ways to Get Maxed-Out and Pull Off a Finishing Move!

1) The 3-Button Method:



Hold Down the A, B & C Buttons Together Until POW Meter is MAXIMUM.

2) The Gradual Method:



As you exchange blows, the POW Meter will gradually go up.

3) The Last-Ditch Method:



When your Life Meter is flashing red, you can do the move.

Don't Block It, Duck It: Press A & B Together



Keep the little fireball freaks in line with the **Ducking move! This** allows you to avoid projectiles and enemies entirely! However, timing is essential with this maneuver as you are invulnerable for a very brief period of time.

The Laws of the Double Knockout:

When the teams really get going, sometimes a double Knockout will result. When this happens, it is a lost round for both fighters. However, if this occurs on the last fighter from each team, they will fight the match over, each with fully replenished Life Meters. This gives you an opportunity to start fresh.



Button Configuration:

Weak Punch: Weak Kick: B

Strong Punch: C

Strong Kick: D

All the moves shown on the following pages are done as if facing right. Taunt your opponent by pressing C at a distance.

"Help, I'm Being Pulverized!"

If you are being smashed to a pulp by an enemy and you are near your corner, your partners will jump in and save you. However, they will do no damage to your opponents, and defeated partners cannot help you.



With Partner On-screen, ¥ + A & B & C & D Together



THE GOOD

The ultimate fighting game! Nuff said! Oh, and, of course, Mai! Me bouncy!!!

THE BAS

Not being able to mix and match fighters from one team with another!

THE HOLY

Having Choi Bounge jump on your head and slash away!

Ultimate Fighter: Meet Rugal B.



takes place on an aircraft carrier where you will meet the sponsor of the tournament! This guy wants to make statues of the world's finest fighters.







The Future II mow





Rugal also has the powers of every single fight-er in the game. The first round against him is easy; he will use no special moves. However, the second round will push your limits to the maximum as he will use every nasty move in the book to defeat you!

How Can This Be?

Rugal has the powers of Fatal Fury and Art of Fighting 2 Boss characters Wolfgang Krauser (Top Left) and Geese Howard (Bottom Left)! That's just for starters! Get ready for this one!





Atena

Phoenix's Arrow: Roll up into a ball and score many hits on énemies. Jump Up, then





Psycho Ball: Atena can launch a fire ball at her foes, either fast or slow! 4 + A/C





Chin throws a jug with a string attached. then pulls it back in. Kutotsuken:





Oniyoizake: A handy vertical defense. spit harsh liquid on jumping enemies! → + A/C

Gourd Attack:

Sie Kensou

Silver Bullet: Sie's Silver **Bullet Attack** is just like Atena's proectile move.





Dragon Fang: A deadly multihit combo attack with all kicks. + A or C



RAGING-SOLDIER

RIGINS: IKARI WARRIORS, UNKNOWN HTERS: CLARK, IEIDERN, RA

AETHODS: COMMANDO

From deep in the jungles of Brazil, this commando team has some truly nasty moves. The leader, Jeidern, is grieving over the loss of his wife and child and is constantly seeking revenge against the scum who killed them.

C. CUTTER:

A projectile move that

enemies up.

slashes

CLARK

VULCAN: A rapid punch that can drain enemies of energy very quickly!

A or C Rapidly









+ A or C



very deadly

charge move.

(Hold)

+ A or C

slashing



RALE

VULCAN: Another rapid punch, this one flames enemies with many hits. A or C Rapidly





GUTTERING: Another deadly multi-hit punching combo attack (Hold)

+ A or C

BACK BREAK: Only do this move when you are close to your enemy. + D Only













ORIGINS: Fatal Fury, Fatal Fury 2, Fatal Fury Special FIGHTING METHODS: Koppo, Street Fighting, Kickboxing

After avenging the death of their father, Jeff Bogard, Andy and Terry (with friend Joe Higashi) join the tournament in hopes of proving themselves against the very best of fighters!

Terry Bogard





TI - Fulling I How

Joe Higashi









Burning Knuckle:







Tiger Kick:

Flying Punch:

+ A or C



Finishing Move:

At the Last... The Super ► + B & C Together

Finishing Move:



Finishing Move:

Hold A > + B & D Together

FIGHTING METHODS: Street Fighting, Kyokugenryu, Ninyitsu

The only all-female fighting team in the game, but don't underestimate this trio! This brings together Mai Shiranui from the Fatal Fury games and Yuri Sakazaki and King from Art of Fighting and its sequel.

A former bouncer at a restaurant run by the infamous Mr. Big, King has changed her ways since those dreary Southtown days.









Ryo's kid sister, Yuri has learned the methods of Kyokugenryu at a record pace from her father Takuma, and wants to show her stuff!















Mai Shiranui

Trained in the ways of the Ninja, Mai is incredibly fast and attacks with deadly precision. She's a friend of the Bogards,



+ A or C Shinobi Bati.

Ruy En Ru:





A very close friend of Andy Bogard, her grandfather was Andy's teacher, Ma has trained in the ways of the Ninja since a child.

RIGIN: The City Streets

+ B & C Together

FIGHTING METHODS: Street Brawling

The Super Stars use very crude methods of street fighting on their home turf in the good 'ol U S of A! Some team members are slow (like Brian), but overall, they present a challenge to any who oppose them!

R.S.D.:

A very nasty

power punch

that scores

multiple hits

on enemies.

Lucky Glauber

Death Bound: Who needs a fireball - Lucky iust uses his basketballs to throw at foes.









Brast Upper: A quick vertical wave that smacks enemies down. 4>4 + B or D





Soul Flower: A good move if your enemy gets very close to you.



Brian Tornado: Using his body as a torpedo. **Brian linges** right at his enemies!

+ A/C

Screw Bodypress:

Done when







Cyclone Break: A very wide scissor-split kick with quite good range.

-41

B or D



jumping, you (TAY) + A or C

HUTC' IN NOW



he Geniuses of Fisticu

ORIGIN: The Streets of Japan

HIGHTERS: Benimary Mikaida, Kya Kupangai, Hara Daman

Goro Daimon

FIGHTING METHODS: Street Brawling A new bunch of fighters, these guys from Japan are a force to be reckoned with! Fighting on the bombed-out streets. the Geniuses of Fisticuffs are ready to rumble with the best of them!

Benimaru Nikaido

Lightning Fist: Benimaru's nasty shocking punch that temporarily fries foes!





+ A/C

Shinku Katategoma: Stand on one hand and spin around very rapidly. + B or D



Kyo Kusanagi

Onivaki:

A very quick

hop up and

spin in the air

that will flame

an opponent.

Yamibarai: A fireball that quickly moves on the ground and fries an enemy.





Minelayer:

Slam the

ground with

your mighty

fist and knock

enemies over.

Super Ukemi: Roll on the ground at your foe and then grab and slam em to no end.

Aido Kick: Another of Benimaru's nasty attacks a quick knee to the face! → + B/D





+ A/C

Oboroguruma: A multi-hit kick attack that will send you flying across the screen!







IGINS: Unknown, Fatal Fury 2, FFS FIGHTERS: Choi Bounge, Kim Kaphwan, Chang Kochan FIGHTING METHODS: Claw, Taikwando, Big Ball

This is the strangest team in the game! However, it has just about everything needed to win: Brute force (Cheng), swift, quick precision (Choi), and balanced fighting abilities (Kim). Give 'em a chance and see! The smallest fighter in the game, this guy

Choi Bounge

Kim Kao

Absolutely convinced Talkwando is the best art of fighting, Kim Kaphwan, of Fatal Fury fame, also enters the tournament to prove just that! Loaded entirely with kicking moves, Kim is one of the most skilled fighters in the game. As for his partners.







Fisho Kuretsuzana





has slashing moves with his deadly claws! A



Cheng is big! Armed with his iron ball, he is slow, but his attacks do massive damage! His Spinning Iron Ball blocks projectiles.













Only The Final Challenge Awaits...







But Wait, There's More - Stay Tuned to EGM!

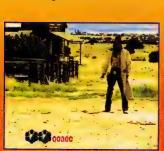
Enough moves for you? Want more? Well, don't fret - there are even more moves than those listed here! Stay tuned to EGM and Trickman Terry's Tricks of the Trade section in the months ahead for more hidden and finishing moves!







e's back! Mad Dog is back and out to beat you to the lost gold. Select one of three guides to lead you to the treasure and help you get back to the old Mission. Choose from Buckskin Bonnie, Shooting Beaver, and the Professor to lead you on your quest. Danger lurks on whichever route you choose to follow. This live-action adventure pits your skills as a gunfighter against a multitude of villains. Shoot your way through Mexican banditos, savage Indian renegades, and Mad Dog's gang. Stand your ground at high noon against ruthless bounty hunters. Pick from three levels of increasing difficulty. Do you think that you have what it takes to stop the likes of Mad Dog? If not you'll be joining Billy the Kid in a shallow grave on Boot Hill.



It's him or you. You've got to be fast or you'll end up another of this ruthless gunfighter's statistics.





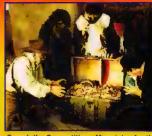
You'll have to fight your way through town to find the treasure map



Gatling guns and banditos are just a couple of things that stand in the way of you and your treasure.



Mad Dog is armed to the teeth so be prepared to fight to the death!



Search the Superstitious Mountains for the Spanish gold, then return to the mission for your reward.



Bandits!! You've got to be quick on the draw to defeat these roques. These are some of the meanest hombres this side of the Rio Grande.



extreme caution or you'll end up dead as a door nail and six feet under.

THE GOOD

The live-action aspect of the game makes it exciting to play and gives it the feel of a real gunfight!

Once you know the positions of the bad guys, the game becomes considerably easier.

LAE NOTA

Staring down the barrel of Mad Dog's pistol!



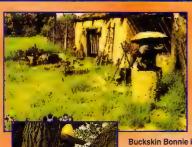
Choose from three different guides to lead you to the Spanish gold





Shooting Beaver







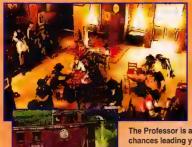
and your scalp looks especially valuable.



Buckskin Bonnie is about as wild as they come. If you can

rescue her from the clutches of a dynamite-wielding maniac, she can show you how to get to the gold. She will take you along a trail frequented by banditos, so make sure to stay alert and keep your head down.







The Professor

The Professor is a gambling man, so he decides to take his chances leading you to the treasure. One of the local card players catches him cheating, so you start by saving his hide. After that, see if you can stop Mad Dog from robbing the train. It's an adventure you won't want to miss!



FACT FILE OFF-WORLD

MANUFACTURER

hen anyone takes a look back at. the history of the 3DO, they will realize that Crystal Dynamics (coming out of nowhere) has been one of the leading producers of 3DO games, and most likely one of the reasons the 3DO still exists today. From the company that brought you titles like Crash 'N' Burn. Total Eclipse, and the soon-to-bereleased Samurai Shodown (yes!) comes their latest creation, Off-World Interceptor! Like Crash 'N' Burn and Eclipse, this game is all texture mapped. which gives the game a totally realistic look. The playing perspective takes a while to get used to, because the entire background moves and rotates according to which way you go. Game players can upgrade their car until they have enough money to buy a better one, much like

THE GOOD

3DO owners will finally get a taste of some off-road action!

prepared for the Off-World experience

Rock 'N' Roll racing! Garners be

THE BAR

Though this was one of the first 3DO games mentioned, it still needs many more items to be completed.

THE BRIY

What the driver must look like after being thrashed around like that.

ACROSS THE GALAXY!



In the course of this game you'll travel to many different planets. All of them are hostile and full of enemy platoons!

Beautiful landscapes are in every texturemapped level! Truly breathtaking!





Around the fourth stage of each planet. there's a criminal Boss who must be captured to continue!

LEVEL



Stage 1 is a great way to test out your land buggy and your skills at the same time

relatively few enemies and rough, mountainous terrain. One feature that may take some time to get used to is the zoom feature that zooms in and out when you scale a large object such as a mountain. Use a burst of nitro to really blow away those mountains!

Receive extra bonus points (which turn into money) for finishing the



under a certain time!

course

As if the many enemy drones were not enough trouble for you, you've also got to face twin-gun turrets that pop up as well as the terrain itself!





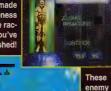




During the second stage you'll come across stones with faces on them trying to crush you like the Thwomps in Mario Kart!

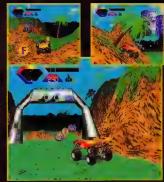
LEVEL 2

In the future clones are made in your likeness to continue racing after you've crashed!





they won't let up until you or them are toast!



The best way to describe this game would be to call it "Total Eclipse on the ground," because you can go just about everywhere!



used to because your car will slide all over the place! Head for the pavement!

LEVEL 3



When you spot these end markers, give it all you got till you finish the level!



-their shots will hit you before you can react.



Many dangers will await you on this course, so be alert! There are gun turrets everywhere as well as spiked roads!

TWO-PLAYER SIMULTANEOUS

Two players can race against each other as well as against the computer with a split screen!







In the customizing shop you can buy a new, faster car or simply upgrade your existing one with stronger shields!

THE CUSTOMIZE SHOP



Interceptor features a password feature to save your progress in the game thus far!



Try grabbing all the fuel icons before your partner!



items for vour car such as nitro



inventory of missiles!



Customize the game itself to your liking.



RIZĒŠ!

T FIRST PRIZE:

- Samurai Shodown II Dedicated **Arcade Video Game Machine**
- NEO•GEO Fun Pack, includes. Samurai II hat and poster, NEO • GEO Carrying Case, T-shirts and other NEO • GEO goodies

2 SECOND PRIZES:

- NEO GEO Gold System with the Samurai Shodown II Cartridge
- NEO•GEO Fun Pack

10 THIRD PRIZES:

• NEO•GEO Fun Pack

ELECTRONI

SNK



HOW TO ENTER:

Correctly complete the entry form, then mail to: Samurai Shodown II (EGM) 1920 Highland Avenue, Suite 285 Lombard, IL 60148

а		

Address

City, State Phone

Zip Code

ENTER TODAY FOR YOUR CHANCE TO WIN A SAMURAI SHODOWN II ARCADE MACHINE!

SEND TO: E6M READER SURVEY, 1920 HIGHLAND AVENUE, SUITE 283, LOMBARD, IL 60148

13. Would you rent a CD video game system

NA	ME		a. Yes	b. No			
AD	DRESS						
		14. Which of these helps you decide which		The second second			
CIT	Y, STATE		video games to buy? (circ		WIN AN	Mar L	
710	CODE		a. Ads on TV b. Magazine articles	e. Game rentals f. Arcades	WIN AN		
211	CODE		c. Ads in magazines	g. Game in store	> ATARI		
TEI	LEPHONE NUMBER		d. Word of mouth/friends		< Inquie		
					> UNGUAR!		
1.	What is your age?		15. Where do you buy your ga	ames? (circle all			
	a. under 8	d. 18-24	that apply)				
	b. 8-11	e. over 24	a. Electronic store	e. Toy store f. Mail order		^ /	
	c. 12-17		b. Record store c. Video store	r. Mail order	<u> </u>	V 7	
2. Do you have a full or part-time job?		d. Department/discount st	tore				
2.	a. Yes			at a opar titorio a la constitución de la constituc		25. What type of musical equipment do you	
	41.00		16. Other than video games, v	16. Other than video games, what hobbies do		own? (circle ail that apply)	
3.	If "Yes," what is your monthly income?		you have? (circle all that a	you have? (circle all that apply)		a. Home CD player	
a. \$250-or less c. \$501-\$1,000 b. \$251-\$500 d. \$1,000 or more			a. Collect comic books		b. Personal/portable CD player		
		d. \$1,000 or more	b. Collect sports trading cards			c. Home cassette tape deck d. Personal/portable cassette tape deck	
			d. Sports			e. Home stereo	
4.	Do you receive an allowar a. Yes	b, No	e. Music		f. Car Stereo		
	a, res	D. NO e. music					
5.	If "Yes," how much is your allowance each		17. What is your favorite bran	d of trading cards?	26. How many CDs do you		
	month?		a. Upper-deck	d. Fleer	a. 1-4	c. 11-15	
	a. under \$10	d. \$26-\$30	b. Topps	e. other	b. 5-10	d. over 15	
	b. \$10-\$20	e. over \$30	c. Pro-line			b each month?	
	c. \$21-\$25		18. What is your favorite TV s	. Combinet	27. How many tapes do yo a. 1-4	c. 11-15	
_	Do you use a computer a	hama ar nahani?	a. Disney	d. Fox	b. 5-10	d. over 15	
о.	a. Yes	b. No	b. Nickelodeon	e. other	2.0.0		
	a. 100	ψ. 110	c. MTV		28. Which is your favorite	soft drink?	
7.	Which system(s) do you	own? (circle all that			a. Coca-Cola	d. Juice	
	apply)		19. What is your favorite cart	oon?	b. Pepsi	e. Snapple	
	a. Nintendo	g. TurboGrafx	a. Ren & Stimpy	0.7.	c. Dr. Pepper	f. other	
	b. Super Nintendo	h. Neo•Geo		b. Batman: The Animated Series		rand of cereal you eat?	
	c. Game Boy d. Sega Genesis	i. 3DO j. Atari Lynx	d. None of the above	c. The Simpsons		b. My parents do	
	e. Sega CD system	k. Atari Jaguar	d. Notic of the above		a. I do	,	
	f. Game Gear	I. Computer	20. How many times did you	go to the movies in	30. What brand of jeans d	o you wear? (circle all	
	11 4441110 41041		the last three months?		that apply)		
8.	Which video game system	n do you plan to	a. 1-4	c. 7-10	a. Levi	c. Bugle Boy	
	buy within the next 12 mg	onths? (circle all	b. 5-10	d. over 10	b. Guess	d. other	
	that apply)		21. How many movies are rer	stant and motoboot	31. What brand of athletic	shoes do you wear?	
	a. Nintendo b. Super Nintendo	g. TurboGrafx h. Neo•Geo	at home each month?	ited and watched	a. Nike	e. Converse	
	c. Game Boy	i. 3DO	a. 1-3	c. 7-10	b. Keds	f. Russell	
	d. Sega Genesis	j. Atari Lynx	b. 4-6	d. over 10	c. Reebok	g. L.A. Gear	
	e. Sega CD system	k. Atari Jaguar			d. Adidas	h. other	
f. Game Gear I. Computer		22. Of these movies, how many titles do you choose for yourself? 32. Do you buy/subscribe to any of the					
		choose for yourself?	c. 7-10	following magazines? (circle all that apply)			
9.	What type of games do y	ou enjoy most?	a. 1-3 b. 4-6	d. over 10	a. Game Pro	e. Nintendo Power	
	(circle all that apply)	d. Strategy	D. 4-0	u. 0461 10	b. VG	f. Electronic Games	
	b. Adventure	e, Shooter	23. What type of music do yo	u listen to most?	c. Game Players	g. High End	
	c. Role-playing	f. Sports	a. Rap	c. Top 40	d. Game Fan	h. Other	
			b. Alternative	d. Hard Rock		1.1	
10. How many video games do you own?		29		29. How many people bes your copy of Electron	ic Caming Monthly?		
	a. 5 and under	d. 16-24	24. Where do you buy your music?		a. 1	e. 5	
	b. 6-10	e. 25-35 f. over 35	a. Electronic store	d. Video store	a. : b. 2	f. 6	
	c. 11-15	i, uver as	b. Music store	e. Mail order	c. 3	g. 7	
11	. Do you rent video games	?	c. Department/discount s	tore	d. 4	h. 8 or more	
1	a. Yes	b. No	Rules: At entries must be received by Dec	ember 15, 1994 EGM is not liab	e for lost or misdirected mai. One entry per person	on. No purchase necessary to enter A	
		condom drawing of all ownhip anings will be	a conducted to award the onres.	and the winners will be notified by January 15, 19 riost, mutilated, late. Aegibre incomplete, postag	95. All entres must be hand written.		
12, ii 100, do jou test that the prospector			hosping the averages properly of Sandar P	hibbshipe Group, one and will not	te acknowledged of returned. All local, state and	i federal taxes, if any, are the sole	
12. If "Yes," do you rent with the prospect of become the exclusive property of Sendar Publishing Group, inc. and will not be acroswledged or returned. All local state and fede buying the game? become the exclusive property of Sendar Publishing Group, inc. and will not be acroswledged or returned. All local state and fede responsibility of the individual winner(s). All judges decisions are final. All prazes will be awarded. Vod where prohibited or restricted.					stricted by law. All Federal, State and		
	a. Yes	b. No	ocal laws and regulations apply Employee	respinsionly to the distribute whitelest at pugges executed to the control of the			
			Publishing Group inc EGM is a trademan	of Senda Publishing Group Inc.	to a great to the time of the time and interest to	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	



KASUMINIA



FACT FILE KASUMI NINJA

OF PLAYERS

MANUFACTURER ATARI DIFFICULTY

AVAILABLE NOVEMBER

CARTRIDGE SIZE
4 MEG

N/A
% COMPLETE

% GO

character to character! Prepare for combat!



You can pause the match anytime plus adjust the music and sound effects volume!

In between
fights it's
easy to
become lost
without any of
the special
items!

aguar players rejoice! Atari has entered the fighting genre with a title of its own.

twist. Not only do you travel around the world fighting other contenders, but you also must master a complex labyrinth filled with traps and other disasters for the final con-

frontation with Gyaku. Each character has a barrage of special moves and combos to

master including a range of styles and even finishing death moves that vary from

From what I've seen so far, it looks like a winner! The mighty ninja gods have called

warriors from all over the Earth to help stop the renegade ninja, Gyaku, from completely destroying the small island of Kasumi. Kasumi Ninja is a fighting game with a



Select your warrior and prepare for combat!



THE COOR

Jaguar fans will get a taste of street fighting action—64-Bit style!

THE RAD

The blood concept is a little bit overdone when it flies with every hit.

THE BOLY

Angus' fireball technique—I don't even want to know where it comes from.

THE CONTENDERS

ALARIC KING OF THE GOTHS



Few fighters can match the speed and power of his Power Slide.





Alaric was both a famous and ferocious fighter in history. In his time, Alaric helped bring down the Roman Empire and conquered many portions of Central Europe, Beware of his bamboo stick!





Alaric is a master of close combat



so keep your distance from him!

ANGUS MCGREGGOR: THE SCOTTISH BRAWLER





from Scotland is one warrior with an attitude. Completely merciless, Angus has been known to use his special skills of
Caber Tossing
against even the
weakest of opponents.

Angus McGreggor

Let your guard down for a second and receive the punishment!





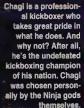
Though it looks awkward, Angus' fireball still hurts!

CHAGE THE KICKBOXER



Chagi's fireball packs one massive wallop!

This kickboxer has all the crushing close attacks as well!









and devastating to all who oppose him.

DANJA: THE URBAN GANG LEADER



Ooohh. that's gotta hurt



Danja spent her childhood in the streets where she learned some of the dirtiest fighting tactics ever! She is the leader of her crime fighting gang and a master of the bolas as well.

Danja's bolas have a tip that explodes on impact!



Beware! Danja's kicks connect in some of the lowest places!

SENZO.THE NINJA



Senzo is one of the vouncest ninias in his clan. The Ninja gods have chosen him because of his blinding speed and agility in combat. Senzo also has the secret art of throwing fireballs at his disposal.







THUNDRA: THE AMAZON QUEEN



Her uppercut and low kicks. some of the quickest attacks! Watch out!



Thundra is famous for leading her Amazon race to victory over the Gargarians, which later resulted in an official treaty between the two clans. She also seems to have some mysterious closeness with animais.

If you stand too far away, she'll charge at you with her Jungle Lunge attack.





Don't underestimate this Amazon's great

PAKAWA: THE COMANCHE INDIAN WARRIOR



Even his punches deliver damage!

Pakawa's heedbutt is quaranteed to put you down for the count.



Pakawa is chief of the great Tu-Wee-Kah tribe known for their un-ending bravery in battle. He is very skilled with a hunting blade and has many scalps in the

tribe to prove it. Keep your distance from this powerhouse!







This could be the bloodiest battle ever fought on European soil.



Afrikay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.



So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?







It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to Fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



The Ninja feels at home in his 3D texturemapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED

AND I CAN'+ GE+ UP.







n March 3, 1972, the planetary exploration probe Pioneer 10 was launched into space. The probe contains a message which indicates the coordinates of Earth. In the year 2050, having long since left the solar system, Pioneer 10 continues on its long. cosmic voyage-until it suddenly stops, and ceases to transmit its message. On Earth, this sudden silence is interpreted as a breakdown of the transmission system. This, however, is a fatal error-the

message sent into space by the incau-

tious Earthlings has been intercepted-

Jessica Darkhill of the Orbital Defense

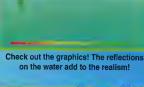
purpose-to destroy it!

Forces, you have been chosen to direct combat operations against the Kesh Rahn, the extraterrestrial creatures who have obtained the coordinates of Earth

and will soon be put to use. As Lieutenant

Your first mission requires you to clear the way for civilians to be repatriated from the Lunar Base to the general headquarters in Manhattan. Your main goal is to eliminate all of the Kesh Rahn soldiers in the Manhattan area who are blocking your way. The scenery of the Statue of Liberty is extremely breathtaking, but be warned-taking your eyes off of the opposition for more than a split second may result in the inhaling of your last breath!







Right off the bat you are assaulted by a squadron of alien nasties.







THE GOOD

The game features some of the most incredible, if not not the best, graphics supported by the CD-i!

The only control you have is of the crosshairs on your ship. It plays more like a movie than a game.

HOLV

None of the alien creatures in the game are going to win any prizes for being good-looking!



When your crosshairs are yellow, you are targeted on one of your own ships!



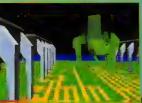
There are many enemies you will have to defeat. This guy is from Mission One.

Tangari Canada C

MISSION 2

A Kesh Rahn virus has been introduced into the huge computer which controls the defense network—danger is imminent. Your job is to eradicate the virus before it spreads to other areas of the mainframe. The only access you have to the computer is through an experimental system called Virtual Reality. This system enables you to get to the heart of the computer and seek out the killer virus before it's too late!





In the beginning of the level you must take out the armored aliens in the computer-generated world. The whole level takes place on a computer's circuit board. At the end you will do battle with a virus!



Toward the end of the level you will battle some very huge crafts which may take more than one shot to take down. When aiming, decide which ones may cause the most damage.





There are two meters at the bottom of the screen which are very important. The one at the bottom left displays your remaining shields, while the one at the right tells how fast your lasers are heating up.





MISSION 3

Once you have neutralized the virus, you are chosen to direct the attack against the Kesh Rahn armada, an army five times greater than the surviving Earth forces. Once you have fought them in outer space near an abandoned orbital station, you will enter the labyrinth which guards the entrance to the Kesh Rahn high command. Your mission is to destroy their mother ship, which is protected by the imperial guard!



When and if you make it to the third mission, you will again have to do battle with an onslaught of alien creatures and ships. This time it's on their territory.

Take 'em out!

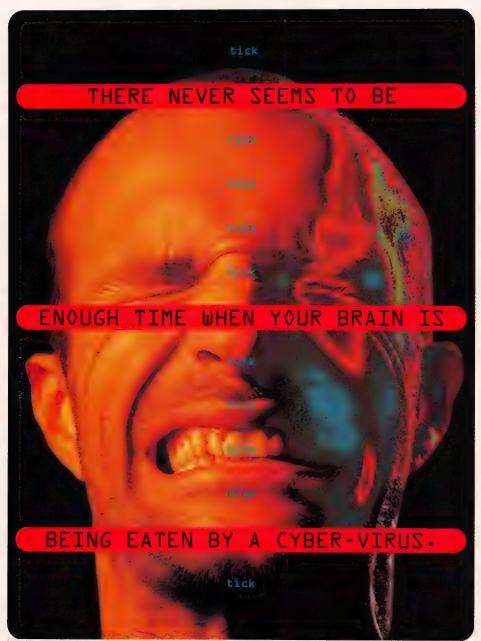


Most of the battle takes place in special trenches where the enemy is hiding in the sides of the walls. When you make it to the end of the trenches, you're in for double trouble. Check it out!

After defeating the two Bosses, you'll reach an area that has many junctions and intersections. In order to make it to the mother ship, you will need to figure out which way to go through the maze.



When searching for the head master, the Lord Commander, you can be tricked into taking many wrong turns. If you do, you will be forced to start the level all over again!



Limited first ed bons of Burn. Cycle contain a separate original hardcore rave soundtrack CD. "Suggested data gince internations Teens Open u1552 Philips interactive Med a France and Pathé historicus As rights reserved. Compton's Interactive Conyclopedia <1982 Compton's New Media, Inc. As rights reserved. U1984 Philips Media. All rights reserved. Both the copyoniter and the art director of this as a viocal like to say in to that respective more. They'd also love to get CD-players for Christmas.



Click forward to the year 2063 tick where you've become a jaded tick nihilistic data thief named Sol Cutter tick with a neural implant jack in your neck tick and one day while downloading corporate secrets tick into the software inside your skull tick you also contract a nasty little tick computer virus called Burn:Cycle tick which is basically gonna corrode your brain tick like battery acid in two hours unless you can tick outwit and outshoot relentless enemy agents tick find Doc the only guy who may know how to save you tick then make peace with your personal demons tick and somehow God help you tick locate the party responsible tick in this cold harsh neon-lit world tick before you bite the oh what a bummer tick your time's up







on G.B.

In the early stages, there are ladders to help you if you miss a jump. The rest is up to you!



hose brave, elite warriors known to you and me as the Contras, are back and ready for some more alien butt-kicking. Most of you gamers out there will remember that this adventure on the Super NES platform set the standard a few years back. All I can say is that Game Boy players are in for a real treat when this game makes its debut! Nearly all of those alien-roasting levels are here, some with different twists! Because we're talking about the G.B. here, expect it to play a little slower than its Super NES counterpart, though it's not something die hard G.B. players would notice. Great gaming on the go!

THE DUEN WARS



screen Standard lomina aun

Standard rapid fire

Long-range weapon

shield

Spread gun

THE GOOD

Game Boy players will get their taste of Contra action! A truly amazing job, Konami!

The action gets so intense sometimes that you should have a Super Game Boy to play it!

ME UBLY

The humiliation you feel telling people you were beaten by a gigantic turtle!



Be sure to look

on impact

Seeks and

destroys!





Like the Super NES version, you can shoot in eight directions!





This game brings new meaning to "look before you leap!"



The Giant Turtle Boss will attack you first with his snapping jaws, then with his flaming breath. Aim for his heart to win.



invincibility and heavy firepower!





It may seem odd, but this is a safe place to stand!

t's probably worth your effort to take out the sniper on top of the wall first.



Prepare to be bombed!





In the first mission you'll face a barrage of enemies such as the fire snake, the enemy plane, and a platoon of enemy snipers stationed in some of the most strategic places!

These enemy mines will detonate a second after contact. Try tricking enemies into following you!





Your objective here is to take out all the enemy outposts. You'll be rewarded with an item for each one you do.



Many of these old bridges will crumble beneath you if you don't cross at the right area.



If you get lost. arrows will help show you the way!





METALLICAN

The end Boss of Level 2 attacks you with spinning, spiked balls and with its main gun!



The flamethrower is the weapon of



You keep the weapon from the last level here!

In this mission, winged insects will gang up and attack you! If you still have the flamethrower. now is the time to use it!



This weird, spinning thing is the mid-Boss for Level 3. If you send him down in flames, watch out! He'll be back!



Make a jump for it when you see this spinning lever or else you'll become swiss cheese!





Luckily, you can shoot the missiles in Stage 3.









After a couple of passes with his flame breath he'll also attack you with time bombs so stand





difference between these two versions is the color loss (or lack thereof) in the Game Boy version. The G.B. version makes up for it with its great game play, though. All in all, it's an incredible translation!

The most obvious



During this mission you're going to have to learn how to use an armored tank, without it exploding in your face! Talk about a joy ridel Make your way through the fiery wasteland to the guardian of this level, the giant fire-breathing turtle!





ny Tetris lovers out there will have to try this game. In fact, the guy who created Tetris made this game; but instead of building a wall, you're knocking one down! If you've played Tetris, you should know how addicting it is. Break Thru is also addictive, but it's a little more challenging. Enter various levels around the world after breaking down a wall. One of the great things about Break Thru is that you have bombs and missiles to help you out. The challenge is to race against

the clock, but you run into a few unexpected items that slow you down.



You can finally wreck something without getting in trouble. THE BAD It could use a few more cool weapons. THE VOLY Multiple bomb explosions are





Stage 4: Moscow



Stage 5: San Francisco



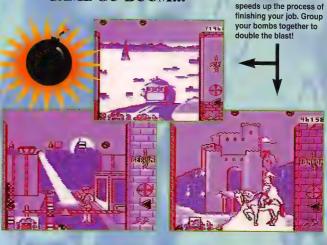
Stage 6: Beijing

Place your missiles and

bombs just right to wit-

ness an atomic blast that

THINGS THAT MAKE YOUR GAME GO BOOM!!!









THE GOOD

THE RAD

THE HOLV

or so!

There are many different styles. Try them all just for fun!

변문하는 BRC : 비를 받는 수비를 유미를 Klondike Tripeaks Pyramid Cruel ruel reecell ref olf anfield ces Up corpion oker tonewall lorentine

You can choose from up to 12 different variations of the game. They are all very challenging and addictive.



FACT FILE

12



This is the best thing to happen to

There are so many variations that it will take awhile to learn them all!

The way you look after 20 games

solitaire players since cards!



or thos who can't get to Vegas often enough comes a game that is sure to satisfy the gambler in all of us! Casino funpack has six different games including craps, video poker, and video slots. You can play each game by itself of participate in the Tournament Mode where you play all of the games in order With \$10,000 to spend, you're sure to have plenty of fun. Try your luck at all of the games or try to cash in at your favorite.



Roll a Shirt B has seven or 11 in this COME game of craps. Avril (Don't Roll crap out! Bet \$6

THE BOOD

This is a great game for the Game Boy—it's really addictive!

THE RAD

When you win \$100,000 and wish: you were really in Vegas.

THE USLY

When you lose \$100,000 and you're glad you're still at home!



game costs a certain amount of points to play.

olitaire players, get ready for a great new game called Solitaire Fundack This game has 12 different variations, some of which I had never heard of before. The game also features a scoring system, so you can see how good you are. You can play each of the games by itself, or you can play in the Tournament Mode playing one game after another. This mode is more challenging and is a great way to pass the time, like a month or two! This is one of the games for the Game Boy that you will want to have with

- Unnek



you at all times!

Try your luck in Roulette! Remember to always bet on black!









DIAGONAL VIEWPO NT

AI-YI-YI-YI-YI! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK!
HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL
SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS,
HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING
FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG
WHOOPEE CUSHION! GET UP AND RACE TO THE STORE!





OF PLAYERS

LION KING.

ou play as the Lion King in this hit video game based on the equally successful movie. You have to go through countless levels and challenge unbelievable odds in order to prevail and reclaim your heritage. The good guys always win in the end ... right? As you travel through the levels you will grow in experience and size. With each new level come new challenges and tougher enemies to fight, not to mention the Boss creature at the end of each level! That's a lot for a poor little lion cub to worry about, but the road to becoming king is a hard one to travel and your arch nemesis, Scar, is waiting for you to challenge him on the very last level. Can you beat him and become king? Good luck!

LOOK AT SIMBA'S MOVES











THE COOR

The soundtrack for this game is

THE RAD

The Bosses were a little difficult, considering the age-range for the game.

THE HELV

it's on too many systems! Oh my!

ENEMIES GALORE!



Roar at the enethem and then



action game would Lion King be without ene-



Learn this technique to survive the dangers of the later levels.

LEVEL 1: PRIDE ROCK





In the first lever you will learn to control Simba and master some of his moves. Learn quickly and you will definitely live longer.

LEVEL 2: JUST CAN'T WAIT





He just can't wait to be king, but first he must go through another challenge to gain more experience. Go get them, Simbal

LEVEL 3: ELEPHANT GRAVEYARD







This level has a rather grim name and background. Do not stop to look at the background-instead concentrate on avoiding the various bad guys.

LEVEL 4: STAMPEDE







This level starts by Simba having to avoid a stampede by jumping onto a series of platforms. If you should fall, try to get back up on one of the platforms before you are run over.

LEVEL 6: WILLOW CASCADE







This level is difficult because of the many water slides that are everywhere. Take it slow and steady. You will be at the end of the level before you know it.

LEVEL 5: EXILE FROM PRIDE ROCK





Forced from Pride Rock, poor Simba must face this difficult level and come out alive.

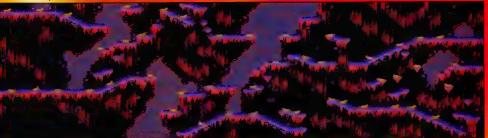
SIMBA BECOMES A LION!



In Rafiki Chase and subsequent levels Simba becomes a lion with stronger attacks and higher jumps. He also has a pretty nasty-looking roar!

MAP OF LEVEL 8: JUNGLE CAVERNS

Let's hear that lion give a roar! He will face many challenges from the various spiders and bats that inhabit the cavern. The jumps and leaps Simba will have to take to reach each platform will be a challenge indeed, but with a little practice can be done









o, go Power Rangers! Here's a game that is set up and moves like a Final Fight cart, yet controls and executes like a Street Fighter II game. It is also chock-full of combos that even novice players can learn. Plus, kids love the Power Rangers. Play as all five Rangers and also choose from one of three Powerzord or seven enemy characters. The moves are as follows: the one button is your punch; the two button is your kick; and if you press one and two together, you do a special move. There are tons of different combinations you can do in the air or ducking down. Kids will dig this!

THE CORD

It has a good twist on your normal Final Fight games.

THE RAD

I'm not really a big fan of the Power Rangers, so this game doesn't really have much 'umpf' for me.

THE HOLY

Some of the dialogue is goofier than other games! Wow, I thought that was impossible.



Here you get to choose your favorite Ranger. Each one has his/her own abilities.





This is King Sphinx. He is a pain in the keister for a first Boss. If you are not on the constant offensive, he will take advantage and beat the bloody heck out of you. Use your air attacks most often.











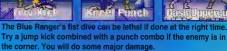














There are lots of detailed cinemas throughout the game. They tell the story of the

Green Ranger.





This picture reminds me of an old cartoon. not unlike the Rangers. **Power Rangers** Hoooooo!

































The Pink Ranger is quick, and does a lot of flipping around. Her Flip and Dash Kick look similar. Use the Splits Dash, because it will hit three times harder if timed right. help. Use the air

attacks that

require you to

The Red Ranger is strong and agile. His Two-Hit Kick is lethal. Use that in combination with the Roundhouse to do some damage that will make any enemy afraid of you.



press one and two-it catches him the most. Here the Green

The Green Ranger just can't get enough of fighting you. Beat him this time and he will join you to





All I can say is go all out on him. Use everything you know and that should be enough-hopefully.

Ranger is thrown at you. It's no cakewalk. Good skill and some oldfashioned luck will



be the sixth Ranger for you to choose, I left his techniques for you to discover. He is awesome!



strongest.

suggest using the Green Ranger because he is the





































Although the Black Ranger is slow, he makes up for it in strength and technique. His Knee Smash hits almost everybody. Use the Double Hit with the Gouge for a killer combo.

The Yellow Ranger is very aerobic, which is to your advantage because she has a lot of moves that hit and jump away. Combine the Duck Punch and Flip Foot for powerful effects.

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FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY.

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RIENTIAL ONLY

With the continued growth of the rentendustry showing no signs of slowing down, it only seemed like a matter of time before you started seeing rentaionly products. Well, the time has certainly come for video games. Witness what interplay, Capcom, and Electronic Arts have accomolished in the rental market

Electronic Arts was the first to offer a special version of John Madden Football or rental only. It featured the ability to play as Super Bowl teams, a first for the JMF series. Interplay followed suit by offering a new version of Clay Fighter with a ribe Tournament Option. Capcom took a different twist and offered Final Fight Guy, a Japanese version of Final Fight that was never released for sale nere in the States.

What does the rental market provide for these companies? A look at what consumers are interested in, that's what it the market is strong enough, rental-only games could be for sale in your coal stores soon.

THE COOD

The game has a very humorous side to it as well as being a great fighting game!

THE BAD

Sometimes the control leaves a little to be desired.

Being mocked by Bonker. It'll make you want to throw the controller at the television!

f you thought Clayfighters couldn't be improved upon, you were wrong! Clayfighters Tournament Edition has everything Clayfighters does and then some. It has Double Elimination Mode, Single Elimination Mode, and Sudden Death. You can also play with up to eight people so you can see which of your friends is the ultimate Clayfighter. The only problem is that this game is for rental only, so if you want to play Clayfighter Tournament Edition you must journey to your nearest rental store and rent one of best clay fighting games out there!

CREAT NEW OPHONS



Unlike the first Clayfighter game, the Tournament Edition has a Double Elimination Mode in which you can battle it out with up to eight players to see who dominates!



Single Elimination lets the winners battle it out to the finish to be the ultimate fighter!



Sudden Death is similar to Single Elimination, but only takes one round to win!

DIFFERENT COLORS!



As opposed to the original Clayfighters, all of these characters' colors can be changed. If you go into any of the Elimination Modes and choose any one of the fighters, you can change the colors by pressing either the A, B, X, or Y buttons. Any one of these clay freaks change into multiple, different colors. For example, Bad Mr. Frosty doesn't change into the same





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THE CLAYFIGHTERS!

















ARE YOU
SEGA MANIAC?
OR
AN SNES
SUCCESS?



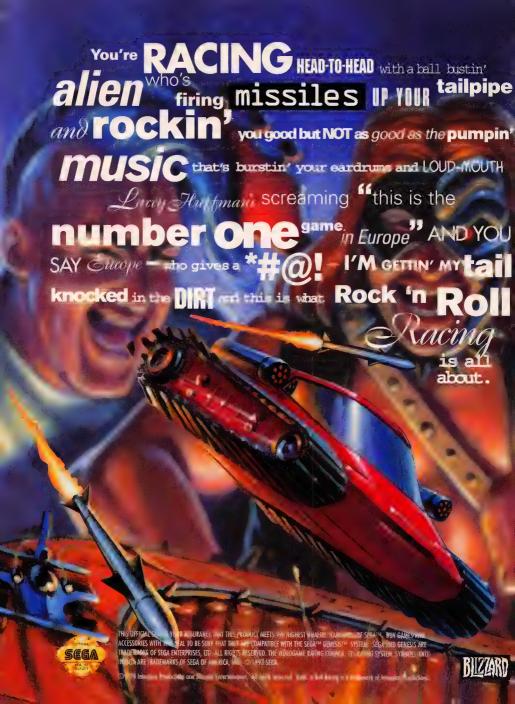


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It's how you play the game.

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Haggar receives the bad news about his daughter. It's time for revenge!

essica needs your help! She has been captured by Belgar and the Mad Gear Gang to keep the mayor, Mike Haggar in line! Use the friend of Cody, Guy, and Jessica's father, Haggar

to rescue her and put a stop to the Mad Gear Gang. Guy has quick reflexes and a combina-

tion of punches and kicks. He also has two jumpkicks, a jumping knee move, and a knee to the gut. Haggar on the other hand is an ex-professional wrestler. He takes advantage of his size and does wrestling moves on his opponents. Haggar has a devastating punch, jumping piledriver, suplex, jumpkick, and a jumpina lunge move.

Each character has a special move that can knock down multiple characters at



It's an improved version of the game with my favorite character, Guy! The slowdown is minimized.

They didn't improve it enough to buy it if you already own the first Final Fight. It's still only one player!

Picking up beer and hard liquor can improve your health? What's wrong with this picture?

one time. Use swords, knives, and pipes as weapons. Pick up food to increase your life meter and items to increase your score. This is the final fight!



Jessica has been kidnapped by the Mad Gear Gang! You must save her!

DARE - COMPARE LOOK AT OTHER FORMATS



The first version of this game (Final Fight) rocked the Super NES when it came out. The two games are nearly identical with the exception of the replacement of Cody with Guy, additional graphics, and less slowdown.

WEAPONS AND ITEMS SWORD



Pick up this nem ic slice your enemies and keep them away



KNIEF

Take this weapon or the ground and throit at your enemies



PIPE

You might and mesin boxes or under be rels to hit your fee



FOOD

Pick up chicken, or booze, and other items for health.



POINTS

Gold bars, radios. hats, money, etc. arworth various point



THIS WILL PREPARE YOU!!!

Now activate every warrior's Fighting & finishing move. Fatality, Babality, Friendship, Pit & Kombat Tomb Fatality with a push of a button. No need to memorize these moves. They are all preprogrammed in the Mortal Kombat® II Kontrol Pad & Kontrol Pad 2!!! For SNES® & Genesis™



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Blade Swipe Head Slice

Double Kick Fan Throw Teleport Flying Kick Roll Attack Gr. Flame (low) Teleport Slide Spear Slide Flames (1)

Ground Pound

Blade Spark Fan Lift Hat Throw Stdrd. Fireball Teleport Kick Flying Thndrbit. Acid Spit Decov Deep Freeze

Flames (2)

Grab

Sq. Wave Punch Bullet Kick Crouch Fireball Sai Throw Gr. Flame (high) Shad. Uppercut Lightning Bolt Force Ball Scissor Tkdn. Ground Freeze Flames (3) Sonic Wave

Blade Fury Kiss of Death Whirlwind Spin Fireball Sai Stab Shred. Shadow Kick Shock Invisibility Flaming Bones Frz. & Up. Cut

Fan Decapitation Fatality 1 Fatality 2 Babality Toasty Ice Bomb Body Possession Head Pop Drains the Soul

Dragon Bite Uppercut Expl. Tongue Grab

Arm Ripper

Friendship Fatality 2 Smrst. Kick Friendship Torso Rip Pit II + KTF Invisible Slice Double Slice Friendship Pit II Only Friendship

Blade Impale

Friendship Babality Friendship Friendship Babality Decapitation Friendshin Friendship Friendship Babality Friendship

Babality

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ROUND 1: THE SLUM



In the first level, you must take Guy or Haggar through the slums. Use

punches, kicks, knives, and other weapons

to defeat your enemies. Beat the Boss Damnd to finish the round!



Damnd will whistle for his boys to come out. Beat him up and they will go away!



Guy, who is a friend of Cody, is the main character in this game. He was taken out of the first game, but now he's back!

ROUND Z: THE SUBWAY

Round 2

will have

you first

kicking

butt in a

subway

station.



then get ting on the subway and bashing some

heads. Here, Haggar gives a jumping piledriver!





At the end of the level, you will face Sodom in the ring! Take his swords away!

HAGGAR



Jessica and an ex-professional wrestler with many moves!

ROUND 3: UPTOWN



In the uptown scene, you will go through the streets. Trouble is around

every corner, especially with this bar brawl! Pick up a

pipe to whack your foes! The street gangs await you!





give you a good thrashing! Watch for his gun!

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THE POP

Book Trilogy Commemorates Star Wars Art

ince first gracing the big screen back in 1977, Star Wars has become one of the most

models, spacecraft blueprints, and full-color production paintings from the artists who first breathed life into the fantastic

On top of all this, the books include the complete movie scripts from Star Wars and Return of the

Taken altogether, The Art of Star Wars trilogy is a fascinating overview of the creative process. It is the story of the evolution of

one man's vision, transformed from its humblest origins into a worldwide phenomenon. Whether you're an ardent Star Wars groupie or iust a casual aficionado, this definitive collection is one offering you won't want to miss.

celebrated movies of all time. Along with its two succeeding sequels. The Empire Strikes Back and Return of the ledi. the Star Wars movies have endeared A NEW HOPE themselves to a whole generation of Edited by Carol Titebies Including the complete script of the film by Georgic Locas fans. Now, a

THE EMPIRE STRIKES BACK Edited by Noborah Call Took by Vic Nobuck and Valerie Neffman

new trilogy **Ballantine Books commem**orates some of the dazzling artwork that helped spawn the Star Wars phenome-Titled the Art of Star Wars, this three-book

series is a collection of early character sketches. costume designs, creature visions of

The collection includes movie magic.

creator George Lucas.

original storyboards, onthe-set photography and behind-the-scenes profiles of the special effects wizards who turned miniature models into modern-day

New Virtual Park Offers Outof-This World Experiences

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OF THE LEDI

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World, a theme-based virtual arcade, it appears the future is now.

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the controls of a 30-foot walking tank as you wander around the surface of the dangerous planet Solaris VII. In Red Planet. you race through the tunnels of an abandoned mining colony beneath the Mars surface. In each scenario you compete with up to seven other players.

Presently available only in Chicago, Los Angeles, San Diego, Houston, and Dallas, Virtual World plans to expand into the 50 largest U.S. cities. Virtual World also plans to introduce at least one new virtual reality experience for its arcades each year.

Strange but 1

Udder-ly Ridiculous

A movie script about a U.S. president caught having his way with a barnyard cow and the repercussions that follow is presently being shopped around in Hollywood. The script was written by Rolling Stone veteran Joe Eszterhas.

I Feel Like Chicken Tonight

A woman dressed as a chicken attempted to throw a pie in the face of country singer Kenny Rogers during a performance in Elkhorn, Wi. The woman, who was brought down by authorities before her pie could hit its mark, was protesting Mr. Rogers' plans to open a roasted chicken franchise.

CULTURE SOURCE FOR EGM READERS

New Cartoon is Bad to the Bone

hey're hip. They're exciting. They're exciting. They're a little bit lacking of flesh. They are the Skeleton Warriors, the latest in Saturday morning cartoon action entertain-

A sci-fi fantasy adventure, Skeleton Warriors is a classic tale of good versus evil. For centuries the allpowerful Lightstar Crystal protected planet Luminaire from danger. But when the treacherous Baron Dark manages to break the crystal in half, darkness falls over the planet. With the crystal broken, Baron Dark and others with similarly wicked intentions are transformed into living skeletons, the ultimate embodiment of evil. As Baron Dark leads his invincible Skeleton Legion on a campaign of destruction and terror, it's up to Prince Lightstar and the Legion of

Light to protect the kingdom and attempt to restore peace by regaining the Lightstar Crystal.

Along with being one of the hottest new animated series, the Skeleton Warriors action figures are one

of the best new things going. Down to every last fibula and femur. these incredible action figures are very intricately crafted. Make no bones about it. these are some of the coolest designed action figures available.

Look for the Skeleton Warriors cartoon every Saturday morning this fall on CBS.



Video Games Honored

n the first televised awards show of its kind, video games will now get their due, as Cybermania: The 1994 Interactive Games Awards comes to TBS on November 5.

Like the Emmys or the Oscars for the video game industry, the awards honor the best and brightest new titles in categories like Best Sports Game, Best Action/Adventure Game, Best Graphics, and Best Overall Game.

The awards will be presented by the Academy of Interactive Arts and Sciences.

Nominees are selected by the Academy from a list of current best-selling games, but it is you, the game player, who can help decide the final winner. Game enthuslasts from coast to coast will be able to cast their ballot for their favorite game via the online services and mail-in ballots.

So shut off the Super NES or the Sega CD and root for your favorite game as TBS brings to television the 1994 Interactive Games Awards. TBS will present an encore presentation of the ceremony November 12.

Return to Jurassic Park

Hey there, all you relociraptor fans, you're buck. It seems the latest buzz in Hollywood is that Steven Spielberg will be making a second furassic Park movie.

Renouncing his one-time aversion to sequels as a "cheap carny trick," Spielberg says he isn't so attached to the Jurassic Park story as to forsake the fans and not give them what they really want.

Spielberr place in

the sequel to open during the summer 1997 season, in the meantime, jurassic Park fans can whet their Brontosaurian appetites with the original, available now on home video.











X-Men Confront New X-istence

he future is looking pretty bleak for the X-Men as we've come to know them. Soon an event of epic proportions will wreak havoc on the Marvel Universe and forever alter the history of the X-Men superheroes.

This December in X-Men #41, X-Men founder Dr. Charles Xavier will meet with an untimely demise. Through a bizarre chain of events, Xavier is murdered 20 years ago-before he could bring together his now-legendary team of mutants. With Xavier dead and the Xavier Institute never realized, the present-day Marvel Universe echoes with repercussions.

In January, Marvel will the continue its current X-titles. They will be replaced by nine new titles that present the X-Men exploits in this radically different world. Each of the new titles begins with issue #1.

With Xavier never part of the picture, it is Magneto who has assembled this rag-tag band of mutants. Magneto has married Rogue, Logan has teamed with Jean Grey, and Nathan Christopher Sommers-because his parents Cyclops and Jean Grey have never met-ceases to exist as Cable. These are but a few of the new surprises that lay in store for X-fans in 1995.

Bat to the Basics

Over the past year,
Batman has fallen on some
difficult times. Crippled at
the hands of the insidious
Bane, a helpless Bruce
Wayne was forced to surrender the mantle of the
Bat to a more able hero.
Now, with all the excitement begun in "Knightfall,"
Bruce Wayne is finally back
-this time for good.

Beginning in Batman #515, the Dark Knight will make his permanent return to Gotham City, but not without first making some changes. Starting also with issue #515, Batman will sport a totally redesigned constume.

"Having Bruce Wayne return unchanged in a visual way somehow seemed wrong," says returning Batman writer Doug Moench. "We wanted to suggest a change in him both visually as well as psychologically."

Batman's new costume

Batman's new costume was designed by Vince Giarrano, artist of Batman: Seduction of the Gun. The new look promises to take the Caped Crusader into the 21st century.

This month in



HERO THE PROPERTY OF THE PROPE

the world of comica crack open a HERO ILLUSTRATED. Issue 16 includes a comic lovers guide to the new superhere show coming to television this fall: Also, an off-the-curf interview with Bone's Jeff Smith and Starmen's James Robinson and an insude look at the hottest new upstar. Te know Comir

This month in **Garos**



Inside this very hol.
Psylocke cover is a
preview of Fleer's new
Marvel Masterpieces
'94, painted exclusiveiy by renowned sci-fi
and fantasy artists,
Greg and Tim Hildebrandt. Also this
month in CARDS
ILLUSTRATED #11, a
look at two new card
sets featuring original
artwork from the
archives of Jack Kirby.

Gargoyles Invade the "Disney Afternoon"

n a time of swords and sorcery, gargoyles existed as vigilant protectors of the night. Perched atop Medieval castles and cathedrals, these stone sentinels came to life after sundown, protecting the sleeping villagers from the dangers lurking in the dark.

This fall, such fanciful superstition returns to life as Gargoyles, the latest animated series from Walt Disney Television Animation, joins the lineup of the popular "Disney Afternoon."

Debuting October 24,
Gargoyles begins with a
five-episode miniseries
introducing a band of menacing winged warriors who
are transplanted into modern-day New York.

Beginning a thousand years ago, the story focuses on a clan of gargoyles who defend a Scottish castle from a relentless barrage of Viking assaults. One fateful evening, the gargoyles are unwittingly betrayed, and the castle is sacked by a band of marauders. As punishment for their failure, a sorcerer casts a spell over the gargoyles, condemning them to sleep in stone "until the castle rises above the cloude".

entombed in stone, until a wealthy American businessman decides to make the castle his personal corporate stronghold back in New York. Stone by stone, brick by brick, gargoyle by gargoyle, the castle is dismantled and transported to America, and reassembled high atop a Manhattan skyscraper—high above the clouds.

With the curse finally broken, the gargoyles wake from their thousand-year slumber and discover a world drastically changed from the one they knew before. Undaunted by the new surroundings, these mythic beasts again strike up their campaign to defend the community. swooping down on Manhattan each night to protect good citizens from the thugs and brutes of the Big Apple.

Besides bringing Disneyquality animation to television, Gargoyles also boasts an impressive cast of voices. The list includes such notable actors as Keith David, Jonathan Frakes, Marina Sirtis, and Ed Asner.

Keith David stars as Goliath, leader of the

gargoyles.

his post the night the castle was overrun, leaving him bitter and distrustful of all humankind. Ed Asner plays Goliath's trusted gargoyle assistant.

Jonathan Frakes plays the wealthy businessman Xanatos, who moves the Scottish castle to his Manhattan skyscraper, releasing the gargoyles from the sorcerer's curse. Unlike his straight-laced Cmdr.

Generation, Frakes plays
Xanatos as a ruthless and
conniving villain with grand
schemes for making
Manhattan his very own.
Though it was Xanatos who
brought the gargoyles back
to life, it soon becomes
apparent to them that he is
not their friend.

Marina Sirtis, another
Next Generation veteran,
stars as the evil Demona.
Goliath soon discovers that
it was Demona's betrayal
that cost him the castle in
ancient times. And, not surprisingly, Demona soon
gives her allegiance to the
dastardly Xanatos-the lines
are clearly drawn for a
erand battle for Manhattan.

Following its five-day premiere, Gargoyles will air every Friday afternoon, in the time slot preceding Disney's Aladdin. With an initial 13 episodes of Gargoyles already complete, Disney has committed to a second season of Gargoyles.





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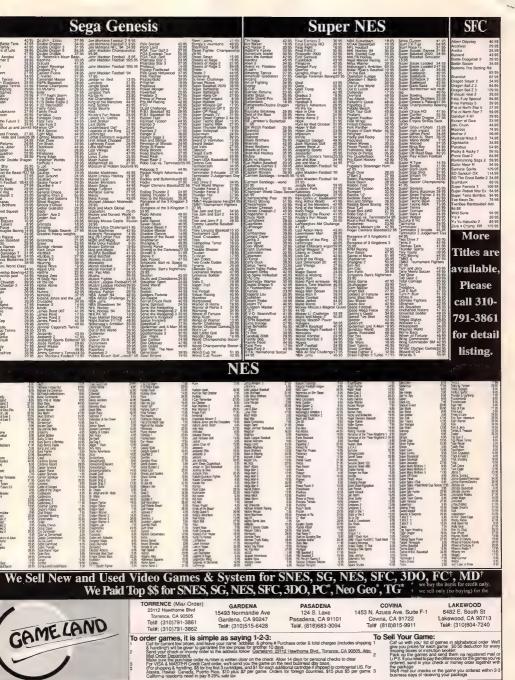












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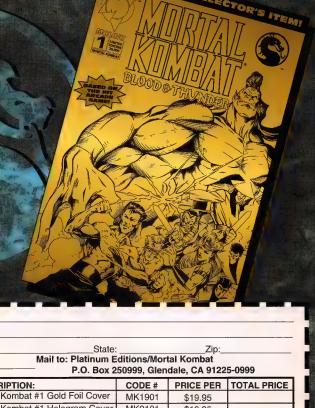
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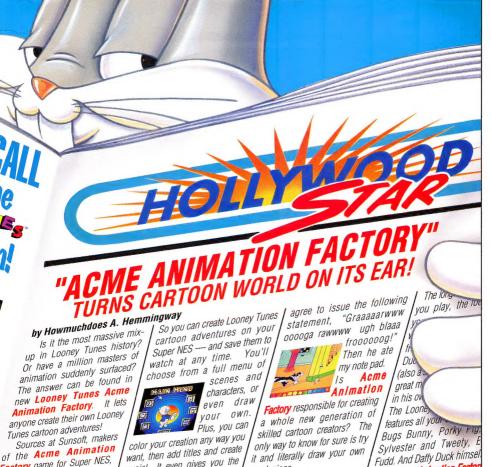
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This development has ed speculation that Acme nation Factory is more than rdinary video game. ers to be something so nd different, it's unlike g ever seen.

exclusive, undercover tion, this reporter has learned that A c m e

Animation Factory gives you the esign, paint and ike a professional.

music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

conclusions.

The Acme Animation Factor just the carrot on the ... er ... Nev TUNSOFT" mind.

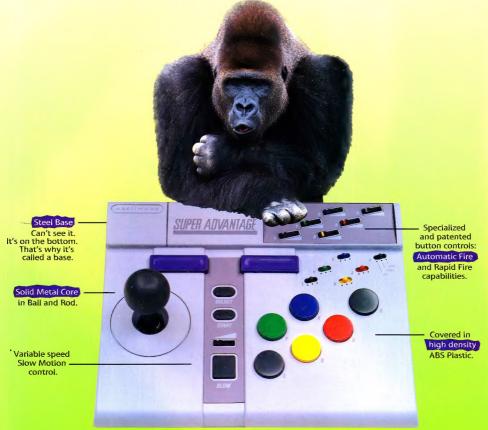




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